



- Performance (undefined) ☹️ × PER
- Persuasion ☹️ × SOC
- Politics ☹️ × EDU
- Remedy ☹️ × TIN
- Riding ☹️ × CON
- Science ☹️ × TIN
  - Science (Archaeology) ☹️ × TIN
  - Science (Astronomy) ☹️ × TIN
  - Science (Biology) ☹️ × TIN
  - Science (Chemistry) ☹️ × TIN
  - Science (Cybernetics) ☹️ × TIN
  - Science (Engineering) ☹️ × TIN
  - Science (Genetics) ☹️ × TIN
  - Science (Geology) ☹️ × TIN
  - Science (Physics) ☹️ × TIN
  - Science (Terraforming) ☹️ × TIN
  - Science (undefined) ☹️ × TIN
- Search ☹️ × AWA
- Security ☹️ × EDU
- Seduction ☹️ × SOC
- Sensors × TIN
- Shadowing ☹️ × PER
- Shoot ☹️ × FIG
- Skycraft Piloting × CON
- Sneak ☹️ × PER
- Spycraft ☹️ × EDU
- Stealth ☹️ × BOD
- Stoic Body × BOD
- Stoic Mind × BOD
- Streetwise ☹️ × UND
- Surgery ☹️ × TIN
- Surveillance ☹️ × AWA
- Survival ☹️ × EDU
- Teaching ☹️ × SOC
- Think Machine × CON
- Tinkering ☹️ × TIN
- Trading ☹️ × UND
- Volt Redemption × TIN
- Warfare × FIG
- Xenology ☹️ × EDU
  - Xenology (Hironem) ☹️ × EDU
  - Xenology (Kurgan) ☹️ × EDU
  - Xenology (Obun) ☹️ × EDU
  - Xenology (Ukar) ☹️ × EDU
  - Xenology (Urthish) ☹️ × EDU
  - Xenology (Vorox) ☹️ × EDU
  - Xenology (undefined) ☹️ × EDU

# WEAPONS

## MELEE WEAPONS

- Decados Crescent Dirk**  
MELEE × WA:+1 × CO:J × AV:P × DC:2D6+3 × STR:2 × REL:ST  
Cost: £10
- A really sharp blade easily concealable.
- Bachelor Rapier**  
MELEE × WA:+0 × CO:N × AV:E × DC:3D6 × STR:3 × REL:ST  
Cost: £10
- Battle Axe**  
MELEE × WA:+0 × CO:N × AV:C × DC:5D6 × STR:4 × REL:ST  
Cost: £5
- Dirk**  
MELEE × WA:+0 × CO:J × AV:E × DC:2D6+1 × STR:2 × REL:ST  
Cost: £4
- Knife**  
MELEE × WA:+0 × CO:P × AV:E × DC:1D6+1 × STR:1 × REL:ST

- Cost: £2
- Scimitar**  
MELEE × WA:+0 × CO:N × AV:P × DC:4D6+1 × STR:3 × REL:ST  
Cost: £20
- Staff**  
MELEE × WA:+1 × CO:N × AV:E × DC:2D6+1 × STR:3 × REL:ST  
Cost: £4
- Two-Handed Sword**  
MELEE × WA:+1 × CO:N × AV:R × DC:6D6 × STR:6 × REL:ST  
Cost: £30
- 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.
- 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 Quadankar (The Kraxi Dance)

## RANGED WEAPONS

- House al-Malik "Diplomat" Palm Laser**  
P × WA:+0 × CO:P × AV:P × DC:2D6 × CAL:FSC: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.
- Decados "Maiden Escort" Palm Blaster**  
P × WA:+2 × CO:P × AV:R × DC:2D6+3 × CAL: × ROF:1 × CL:5 × RNG:20 × REL:VR  
Cost: £1000
- A very small blaster pistol, true wonder of miniaturization. Developped by House Decados for its under cover agents.
- House Decados "Stanislas" SMG**  
SMG × WA:+0 × CO:J × AV:P × DC:4D6+1 × CAL:0.47 × ROF:20 × CL:60 × RNG:150 × REL:VR  
Cost: £400
- Builder: House Decados. Price: 400£.
- Blaster Rifle**  
RIF × WA:+0 × CO:N × AV:P × DC:8D6 × CAL:FSC: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
- Price: 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
- House Hawkwood 1638 UltraHeavy SMG**  
HVV × WA:-2 × CO:N × AV:P × DC:8D6 × CAL:16mm × ROF:30 × CL:240 × RNG:150 × REL:VR  
Cost: £850
- Banshee SMG**  
SMG × WA:+1 × CO:L × AV:P × DC:3D6 × CAL:.40 × ROF:3 × CL:20 × RNG:150 × REL:ST  
Cost: £350
- Dreksel Laser Pistol**  
P × WA:+1 × CO:P × AV:P × DC:3D6 × CAL:FSC:3x18x15 × ROF:2 × CL:15 × RNG:80 × REL:ST  
Cost: £300
- Mitchau "Conquest" Assault Rifle**  
RIF × WA:+1 × CO:N × AV:P × DC:6D6+2 × CAL:7.62mm × ROF:20 × CL:41 × RNG:400 × REL:VR  
Cost: £600
- Mitchau "Penumbra" Shotgun**  
RIF × WA:-1 × CO:L × AV:P × DC:5D6 × CAL: × ROF:1 × CL:6 × RNG:15 × REL:ST  
Cost: £250
- Avaneir "Guardian Angel" Light Revolver**  
P × WA:+0 × CO:P × AV:C × DC:1D6+2 × CAL:0.32 × ROF:3 × CL:6 × RNG:50 × REL:ST  
Cost: £90
- Avaneir B209 "Dragonbreath"**  
SMG × WA:+0 × CO:J × AV:E × DC:2D6+3 × CAL:10mm × ROF:20 × CL:40 × RNG:150 × REL:VR  
Cost: £350
- Builder: Royale House Li Halan. Price: 350£

### Avaneir Blaster Pistol

P × WA:+0 × CO:J × AV:P × DC:5D6 × CAL:FSC: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:8x48 × ROF:1 × CL:8 × RNG:20 × REL:VR  
 Cost: £1200

### Avaneir Medium Blaster

P × WA:+0 × CO:J × AV:P × DC:6D6 × CAL: × ROF:0 × CL:0 × RNG:0 × REL: ×  
 Cost: £400

### Blue Moon Rifle (Seishen Rifle)

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

The typical rifle used by regular Blue Moon disciples.

### Li Halan RK38

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

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

### "Firecracker" Heavy Pistol

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

Must be handed two handed if less than 4 BOD

### Harmonic Assault Rifle Mark IV

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

Special Weapon

### Scravers Light Revolver

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

### Scravers Medium Revolver

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

### Zaalen Stinger (Obun Stunner)

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

Stun damage only

## LIFEPATHS

## RACIAL

### Urthish

Source: FICS, Attributes Points: 24, Options Points: 16 Value: **+88**.

*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 (undefined) +1. *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: 16 Value: **+100**.

*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) +1, Linguistics (Obuni) +1. *Benefices/Afflictions* — *none*. *Blessings/Curses* —  
 Condescending -2, Just +2.

### Vorox

Source: FICS, Attributes Points: 33, Options Points: 21 Value: **+120**.

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

### Urthish Balance

Source: FICS, Attributes Points: 2, Options Points: 6 Value: **+12**.

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

### Ur Ukar Balance

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

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

### Vorox Balance

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

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

## NOBILITY

### Upbringing

#### High Court Hawkwood

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

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

#### High Court Decados

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

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

#### Rural Estate Hawkwood

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

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

#### Rural Estate Decados

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

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

#### Landless Decados

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

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

#### Landless Hawkwood

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

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

#### High Court Hazat

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

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

#### High Court Li Halan

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

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

#### High Court al-Malik

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

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

#### Rural Estate Hazat

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

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

#### Rural Estate Li Halan

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

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

#### Rural Estate al-Malik

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

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

#### Landless Hazat

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

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

## Landless Li Halan

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

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

## Landless al-Malik

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

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

## Rural Estate Justinian

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

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

## Acadia D'Rouge-Glace

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

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

## Roaming Van Gelder

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

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

## Apprenticeship

### Military Soldier

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

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

### Diplomacy Intrigue

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

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

### Leisure Duelist

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

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

### Leisure Dandy

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

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

### Study

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

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

### Military Starman

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

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

### Imperial Cadet

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

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

## Early Career

### Military Command Starman

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

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

### Military Command Soldier

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

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

### Court Duelist

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

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

### Court Ambassador

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

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

### Questing

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

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

# CHURCH

## Upbringing

### 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 Rookie

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

### Orthodox Cathedral

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

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

### Eskatonic Order Cathedral

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

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

### Temple Avesti Cathedral

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

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

### Sanctuary Aeon Cathedral

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

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

### Orthodox Parish

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

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

### Eskatonic Order Parish

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

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

### Sanctuary Aeon Parish

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

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

### Orthodox Monastery

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

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

### Eskatonic Order Monastery

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

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

### Sanctuary Aeon Monastery

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

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

### Brother Battle Trainee

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

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

### Temple Avesti Parish

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

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

### Temple Avesti Monastery

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

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

## Early Career

### Preacher

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

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

### Monk

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

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

### Missionary

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

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

### Healer

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

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

### Inquisitor

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

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

### Brother Battle Monk

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

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

## GUILD

### Upbringing

### Apprenticeship

### Academy Charioteers

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

*Attributes* — INT+1 PRE+2 REF+2 *Skills* — Impress +1, Remedy +1, Tinkering +1, Driving (Heavy Transport Vehicle) +2, Driving (Landcraft) +3, Lore (Spacesuit) +2. *Benefices/Afflictions* — none. *Blessings/Curses* — Curious +2, Nosy -2.

### Academy Engineers

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

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

### Academy Scavengers

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

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

### Academy Muster

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

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

### Academy Reeves

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

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

### Guildhall Engineer

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

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

### Guildhall Scrapper

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

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

### Guildhall Muster

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

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

### Guildhall Reeves

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

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

### Street Engineer

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

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

### Street Scrapper

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

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

### Street Muster

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

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

### Street Reeve

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

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

### Streets Charioteers

Source: FS2CRB, Attributes Points: 5, Options Points: 6 Value: **+21**.

*Attributes* — INT+1 PRE+2 REF+2 *Skills* — Impress +0, Knavery +0, Remedy +1, Streetwise +2, Tinkering +1, Driving (Landcraft) +1, Linguistics (undefined) +1, Lore (undefined) +0. *Benefices/Afflictions* — none. *Blessings/Curses* — Curious +2, Nosy -2.

### Guildhall Charioteers

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

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

### Street Cartel Thug

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



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

## Early Career

### Market Merchant

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

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

### Market Money Lender

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

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

### Starship Pilot

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

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

### Starship Engineer

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

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

### Starship Gunner

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

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

### Mercenary Soldier

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

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

### Mercenary Combat Engineer

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

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

### Scholar

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

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

### Scientist

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

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

### Thief

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

Attributes — CON+1 BOD+2 MOV+1 WIL+2 REF+1 AGI+1 AWA+2 Skills — Acrobatics +1, Athletics +1, Bureaucracy +1, Dodge +1, Forgery +1, Gambling +1, Impress +1, Inquiry +1, Observe +1, Security +1, Shoot +1, Sneak +1, Stealth +2, Tinkering +1. Benefices/Afflictions — Commission +3. Blessings/Curses — none.

### Spy

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

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

## ALIEN

## Upbringing

### Velisamil Ur Obun

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

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

### Kordeth Spawn

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

Attributes — STR-1 CON+1 BOD-1 MOV+1 WIL+1 REF+1 TEC+1 AGI+1 AWA+2 Skills — Fight +1, Knavery +1, Stealth +1, Survival +1, Linguistics (Urthish) +1, Lore (Kordeth Clans) +2. Benefices/Afflictions — none. Blessings/Curses — none.

### Aylon Spawn

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

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

## Apprenticeship

### Umo'rin Counselor

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

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

### Voavenlohjun Priest

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

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

### Vhem Saahen Learner

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

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

### Umo'rin Advisor

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

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

### Voavenlohjun Abbot

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

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

### Clan Chieftain

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

Attributes — INT+1 PRE+1 WIL+1 REF+1 AWA+1 Skills — Alchemy +1, Dodge +1, Impress +1, Knavery +1, Leadership +1, Melee +1, Shoot +1, Stoic Mind +1, Survival +1, Linguistics (Ba'amon carvings) +1. Benefices/Afflictions — none. Blessings/Curses — none.

### Clan Warrior

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

Attributes — STR+1 CON+1 WIL+1 REF+1 AGI+1 Skills — Alchemy +1, Dodge +2, Fight +2, Impress +1, Melee +2, Observe +1, Shoot +1. Benefices/Afflictions — none. Blessings/Curses — none.

### Bava! Recruit

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

Attributes — BOD+1 MOV+1 WIL+1 REF+1 TEC+1 AGI+1 Skills — Cryptography +2, Demolition +2, Disguise +2, Dodge +1, Politics +2. Benefices/Afflictions — Dark Secret -1, Outlaw -1. Blessings/Curses — none.

## Early Career

### Vhem Saahen Herald

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

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

### Clan Chieftain

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

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

### Clan Warrior

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

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

### Bava! Agent

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

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

## 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, Cash +1, Contact +1, Gossip Network +2, 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*.

## 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*.

## Standard Tour of Duty

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

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

## Caliphate Wars Veteran (5011)

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

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

## Stigmata Veteran (5013)

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

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

## Star Nations Veteran (5007)

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

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

*Benefices/Afflictions* — Well-Traveled +3. *Blessings/Curses* — *none*.

## Kraxi Kadanqari

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

*Attributes* — STR+1 CON+1 BOD+1 REF+1 AGI+2 *Skills* — Lore (Kraxi Kadanqar) +2.

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

## Banjaka Sadaroun

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

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

## Anikrunta Taudwyan

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

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

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

## Mini Tour of Duty

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

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

## Entrepreneur

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

*Attributes* — INT+1 PRE+1 *Skills* — Bureaucracy +2, Knavery +1, Leadership +1, Magna Carta +2, Persuasion +2, Politics +2, Trading +2. *Benefices/Afflictions* — Freelancer Investment +2.

*Blessings/Curses* — *none*.

## Pilgrim Escort

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

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

## Fief Holder

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

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

## Errant Knight

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

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