

# FICS Rules

## References

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

### Species/Races

#### Ascorbite (Ascorbite)

#### Etyri (Huar'raughq)

#### Gannok (Gannok)

#### Hironem (Sibanzi)

#### Oro'ym (Oro'ym)

Aquatic species originating from the Madoc System. Escaped much of the domination of the urthish due to the vastness of the seas on their homeworld.

#### Shantor (Shantor)

Equine specie almost totally exterminated. From the Shaprut System.

#### Ur Obun (Ur Obun)

#### Urthish (Teutonic)

Mixed caucasian to norsk terrain.

#### Urthish (Enquist)

Middle-east and arabic mix.

#### Urthish (Kaanic)

Asian and mongolian mix.

#### Urthish (Mendere)

Perso-Indian mix

#### Urthish (Protoenquist)

Mix from north african and berberic.

#### Urthish (Sebacean)

Thinner and taller than teutonic, due to centuries of exposition to space travel.

#### Urthish (Mangalore)

Central africa black

#### Urthish (Protokaanic)

Mix of kaanic, japanese in a boilerplate of centuries of tech abuse and space travel.

#### Urthish (Romanovish)

Russian type urthish, with usually tall stature and broad facial features.

#### Urthish (Urthish)

A global urthish specie, to be used when there's apparently no reason to link a specific urthish race to the avatar (mixed or no distinctive features, unknown lineage, etc...)

#### Urthish (Castillan)

Mix mediterranean, caucasian and latino.

#### Ur Ukar (Mo'jun)

Aylon Ukari Breed

#### Ur Ukar (Ur Ukar)

Standard Kordeth Ukari

#### Vorox (Feral)

#### Vorox (Civilized)

## Skills Summary

1	Academia	EDU	.
2	Acrobatics	BOD	.
3	Acting	PER	.
4	Alchemy	SPI	.
5	Arts	PER	x
6	Athletics	BOD	.
7	Beastcraft	CON	.
8	Bribery	UND	.
9	Bureaucracy	EDU	.
10	Cryptography	SPI	.
11	Cybernetics	TIN	.
12	Demolition	TIN	.
13	Disguise	PER	.
14	Dodge	FIG	.
15	Dogma	SPI	x
16	Driving	CON	x
17	Empathy	AWA	.
18	Etiquette	SOC	.
19	Fight	FIG	.
20	Focus	BOD	.
21	Forgery	PER	.
22	Gambling	UND	.
23	Gunnery	FIG	.
24	Heavy Weapons	FIG	.
25	Householding	PER	.
26	Impress	UND	.
27	Inquiry	AWA	.
28	Interrogation	SOC	.
29	Knavery	UND	.
30	Leadership	SOC	.
31	Linguistics	SOC	x
32	Local Expert	AWA	x
33	Lore	EDU	x
34	Magna Carta	EDU	.
35	Melee	FIG	.
36	Navigation	AWA	.
37	Observe	AWA	.
38	Occult Arts	EDU	.
39	Oratory	PER	.
40	Performance	PER	x
41	Persuasion	SOC	.
42	Politics	EDU	.
43	Redemption	TIN	x
44	Remedy	TIN	.
45	Riding	CON	.
46	Science	TIN	x
47	Search	AWA	.
48	Security	EDU	.
49	Seduction	SOC	.
50	Sensors	TIN	.
51	Shadowing	PER	.
52	Shoot	FIG	.
53	Sneak	PER	.
54	Spycraft	EDU	.
55	Stealth	BOD	.
56	Stoic Body	BOD	.
57	Stoic Mind	BOD	.
58	Streetwise	UND	.
59	Surgery	TIN	.
60	Surveillance	AWA	.
61	Survival	EDU	.
62	Teaching	SOC	.
63	Think Machine	CON	.
64	Trading	UND	.
65	Warfare	FIG	.
66	Xenology	EDU	x

## Skills

### Academia

*Common Skill*

**Group:** Education

Generic book knowledge. It applies on many subjects which are not already part of a Lore skill. Usually, without the corresponding Lore for a given topic, a roll can be done with INT+Academia against a DV+5. The DV can sometimes be at DV+10 if it doesn't fall under the specifics of the corresponding Lore skill.

**UUID:** 3cbf7ebe-ad74-3fed-ba01-bb0ee8f46aeb

### Acrobatics

*Common Skill*

**Group:** Physical

Acrobatics is beyond athletics in the way that it's about body coordination, sense of balance and synchronization.

**UUID:** f6efc1f5-a3df-3188-b771-f58e220e53c8

### Acting

*Common Skill*

**Group:** Performance

Impersonating someone, a person or a role. This skill is used for spying and infiltration, there is no artistic approach that might be needed for entertainment.

**UUID:** 3f1a6bd7-a2d2-3c7e-912d-5be00a4e5c30

### Alchemy

*Common Skill*

**Group:** Spirituality

The knowledge of mixtures and substances. A practical approach of Science (Chemistry) covering drugs, poisons and cooking recipes. With alchemy one might know the effects or how to cook such a substance, no the active molecule that gives the substances it's effect, taste or lethality.

**UUID:** 71f61da3-66dc-3029-b154-28bc4fcc7cdd

### Arts \*

*Common Skill*

*Root Skill*

**Group:** Performance

The root skill to all art forms.

**Specialities:**

- *Cooking*
- *Couture*
- *Holovid*
- *Litterature*
- *Music*
- *Painting*
- *Poetry*
- *Rhetoric*
- *Sculpture*

**UUID:** 931aa7d9-8ab3-3669-8973-f9bf55c5a94f

### Athletics

*Common Skill*

**Group:** Physical

The main skill for physical activity and body resilience. It's used for running, sprinting, swimming, keeping one's breath.

**UUID:** 62527e38-9347-3a29-b1ef-09f970d05981

### Beastcraft

*Common Skill*

**Group:** Control

The knowledge of the animal world. More practical than Science (Zoology). It is used to calm a dog, ride a Rampart Ox, befriend an Istakhr Syrix or avoid the territory of a Istakhr desert scorpion.

**UUID:** 6ab3cba2-0ca6-3719-9a03-488d0d91dba9

## Bribery

*Common Skill*

**Group:** Underworld

The art of exchanging rare/valuable and illicit/illegal service or good against an official service or good.

**UUID:** 02f508a9-bc90-31c4-ae89-48eb947ddecc

## Bureaucracy

*Common Skill*

**Group:** Education

The knowledge of the administrative mechanics of the Empire. Where an digital ID is required, what taxes apply on a given border space station, the population census of a given system.

**UUID:** 224f399e-27f4-30fb-89f3-96b9d6b088d6

## Cryptography

**Group:** Spirituality

The knowledge to use ciphers to encrypt/decrypt or encode/decode. Can be as well the skill for solving puzzles and conundrums.

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

## Cybernetics

**Group:** Tinkering

The capacity to use and adapt cybernetics.

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

## Demolition

*Common Skill*

**Group:** Tinkering

**UUID:** 2f3d0e01-e713-348c-9a9b-56a84a73d7ea

## Disguise

*Common Skill*

**Group:** Performance

The art to take the appearance of someone else. A good complement of the acting skill.

**UUID:** f1df933a-1137-3e2c-9210-1c99a55b60bf

## Dodge

*Common Skill*

**Group:** Combat

**UUID:** 059a44fb-cc35-3c5a-a73c-503e23f44748

## Dogma \*

*Common Skill*

*Root Skill*

**Group:** Spirituality

The root skill of everything spiritual in the Fading Suns universe. If someone believe something, it should be in the list. Everything noted as pre reflective means before the Prophet saw the Holy Flame, and is usually considered as mundane folklore.

**Specialities:**

- *Church of the Celestial Sun*

- *Kurgan El-Diin*

- *Manja*

- *Obun Bintaru*

- *Obun Voavenlohun*

- *Omega Gospels*

- *Pre reflective Astrology:* The knowledge of the fate of people according to the position of the stars on Holy Terra at birth. The most open minded of scholars might say it works only if you're born on Holy Terra, as each system has its own star maps. Still a really appreciated subject to discuss about among Hawkwood ladies circles.

- *Pre reflective Buddhism*

- *Sathraism*

- *Sihid Desert Folklore*

- *Stellar Apocryphon:* This version of the Omega Gospel, that was lost for a long time, was found in about a dozen version during the Regency. When officially sanctioned by the Church, through a tremendous work from the Eskatonic Order to have the leading instances to change their mind, the book became a favorite to some sects, like Sanctuary Aeon and the Eskatonic. The main difference with the Omega Gospels, that are supposed to be written by St. Horatius, the Apocryphon is supposed to have been written by the obun Ven Loji under dictation from St. Horatius. According to historical notes, with the blindness of St. Horatius from grand age coming quickly after the death

of the Prophet and the beginning of the redaction of the Omega Gospels, chances are the Apocryphon might be a more relevant source. Do not talk about this with an Orthodox.

- *Symbiot Lifeweb:* Reminder: if your character knows about this, it has just become an NPC. Thank you for your cooperation. Please go back at the beginning of this document to create a new character.

- *Ukar Banjak*

- *Vuldrok Erdgheist*

**UUID:** a26797f2-df36-3703-a6f0-dad04a53ff71

## Driving \*

*Root Skill*

**Group:** Control

**Specialities:**

- *Armored Vehicle*

- *Battle Mech*

- *Celestial Sailing*

- *Construction Mech*

- *Heavy Transport Vehicle*

- *Hovertank*

- *Landcraft*

- *Railway*

- *Skimmer bike*

- *Skycraft Piloting*

- *Watercraft*

**UUID:** a10c8c72-a709-3265-8d66-fce32d90e484

## Empathy

*Common Skill*

**Group:** Awareness

**UUID:** 0cdfc7b0-35a9-3173-8312-ad021dd18069

## Etiquette

*Common Skill*

**Group:** Social

The art of being polite, the mundane capacity to go address high ranked persons with the exact attention and vocabulary.

**UUID:** f296c0bb-608c-3239-88d1-9882ee3b5c92

## Fight

*Common Skill*

**Group:** Combat

**UUID:** 447a9b71-9e70-38dd-a481-731e5101c14d

## Focus

*Common Skill*

**Group:** Physical

The capacity to concentrate on a task or an activity. Can be really useful in situation where there is a lot of disturbances (loud noise in an exam room, disarming a bomb under enemy fire).

**UUID:** 36431246-8f11-39ce-b204-68903d3d4344

## Forgery

*Common Skill*

**Group:** Performance

**UUID:** 66d191b7-bcb3-3cc5-8354-d2380bebf722

## Gambling

*Common Skill*

**Group:** Underworld

**UUID:** 896d250f-d045-3d80-8fad-bd6e1545db25

## Gunnery

**Group:** Combat

The skill to use vehicle weaponry, canon, grapple guns, etc.

**UUID:** 365a2a95-8958-3845-9d0a-61950a9450dd

## Heavy Weapons

**Group:** Combat

This skill is the capacity to use the biggest technological weapons an man can carry. Rocket launcher, portable gattling guns, heavy assault weapons.

**UUID:** e0fa5e0d-7f47-3b85-9f1f-2af45341fe89

## Householding

*Common Skill*

**Group:** Performance

**UUID:** e8ec4d7c-d466-3ba0-8f97-fea9a39343c6

## Impress

*Common Skill*

**Group:** Underworld

**UUID:** c54b4dec-a0cd-33e4-8e31-cb70ab1c1863

## Inquiry

*Common Skill*

**Group:** Awareness

The skill to lead an investigation procedure. Where to go, what to look at, who to question.

**UUID:** d8d73fb4-a986-37be-a626-f91d053fe069

## Interrogation

*Common Skill*

**Group:** Social

**UUID:** b283c8f1-c75e-35a3-ab16-66334b7d16b7

## Knavery

*Common Skill*

**Group:** Underworld

**UUID:** 046fb503-74aa-331e-b750-a536c2ce9621

## Leadership

*Common Skill*

**Group:** Social

**UUID:** ccee4404-184c-33ef-8ac3-756b7739317e

## Linguistics \*

*Common Skill*

*Root Skill*

**Standard attribute:** PRE, INT

**Group:** Social

The knowledge of a vernacular, racial or foreign language.

- Rank 1: a basic understanding of the language in its oral form.

- Rank 2: the ability to read and basically write the language.

- Rank 3: the ability to use the language with correct syntax and semantic.

- Rank 4: the ability to read and write with most of the subtlety provided by the language.

- Rank 5: the ability to produce and appreciate the richest idioms of the language.

- Rank 6 and higher: for language enthusiasts and dilettantes.

The root value stacks with each speciality value when a roll is needed.

Only the speciality value counts for levels considerations.

**Specialities:**

- *Ba'amon carvings*
- *Etyri*: The language of the birdmen from Grail
- *Franken*: The native tongue of House D'Rouge-Glace (under Li Halan dominion, on Rampart System). Derived from ancient French. From time to time, amateurs of Arts (Litterature) or Arts (Poetry) would learn this language to explore ancient books, or because the language is said to be really adapted to those art forms.
- *Graceful Tongue*
- *Iberian*
- *Imperial Battle Slang*
- *Kurgan*
- *Latin*
- *Luso*
- *Obuni*
- *Oro'ym*
- *Otaru*
- *Rital*: Ancient language of House Masseri. Almost completely extinct in the Empire. Official language on the Verona System.
- *Ruski*
- *Saudi*
- *Saxon*
- *Scravers' Cant*
- *Signs Language*
- *Tok tok*: The gannoks' mother tongue

- *Ukari*
- *Urthish*
- *Urthtech*
- *Vorox*
- *Vuldrok*
- *Xin*

**UUID:** 7d9c1fcd-dae8-30b9-8c5d-de1514059e77

## Local Expert \*

*Common Skill*

*Root Skill*

**Standard attribute:** INT

**Group:** Awareness

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.

**Specialities:**

- *Acadia Province*
- *Avaneir*
- *Avaneir Recipes*
- *Avaneir Underground*
- *Curpertino*
- *Cybernetics Black Market*
- *Famous Authors*
- *Grail Pilgrims*
- *Hargard*
- *Imperial Dominion*
- *Miret*
- *Miret guilds*
- *New Odessa*
- *Outreach Spiritual Legacy*
- *Rampart Church*
- *Rampart Customs*
- *Rampart folk*
- *Rampart History*
- *Rampart Li Halan*
- *Rampart Market*
- *Rampart Nobility*
- *Rampart Underworld*
- *Sangreal*
- *Sargasso Military Operations*
- *Sargasso Orbital Stations*
- *Sargasso Politics*
- *Stigmata*
- *Veneto Province*
- *Verona Province*

**UUID:** 4c208559-a5c3-3f77-ab2d-81246173bac6

## Lore \*

*Root Skill*

**Standard attribute:** INT

**Group:** Education

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 System) Note that all Lore specialities expressed as Lore (X system) are the knowledge of the X system.

**Specialities:**

- *Anti-Alexius Hawkwoods*
- *Antinomy*
- *Anti-Republicans*
- *Archons*
- *Auditors*
- *Automats*
- *Bava! & UFM*
- *Charioteers Guild*

- Clockworking
- CyberEvolutionaries
- Dervishes Coven
- Divine Weapon
- Energy Weapons
- Engineers Guild
- Eskatonics
- Eskatonic Worldshapers
- Etyri
- FAR
- Fashion
- Favyana Coven
- Finance
- Firearms
- Gannok
- Gargoyles
- Harbingers
- Hawkwood Rooks
- Heresy
- Hidden Martyrs
- House al-Malik
- House Decados
- House D'Rouge-Glace
- House Gesar
- House Hawkwood
- House Hazat
- House Juandaastas
- House Justinian
- House Keddah
- House Li Halan
- House Masseri
- House Van Gelder
- Imperial Eye
- Imperial Politics
- Invisible Path Coven
- Jakovian Agency
- Jumpweb
- Kalinithi: Occult investigators of the Church, the Red Priests of the Kalinithi are often considered a branch of Temple Avesti by the flock.
- Killroys
- Kraxi Kadanqar
- Kurga Caliphate
- Mammonists
- Melee Weapons
- Mercurians
- Mudworld
- Musters Guild
- Mutasih
- Oenologia
- Oneirokritikos
- Order of the Mantis
- Oro'ym
- Orthodoxy
- Penitents
- Philosophy
- Poisons & Drugs
- Pre Regency Artefacts
- Rampart Military History
- Reeves Guild
- Robotics
- Sanctuary Aeon
- Sathraists
- Scravers Guild
- Second Republic Tech
- Shards
- Sihid Culture
- Spacesuit
- Space Warfare
- Symbiots

- Synecullum
- The Reborn Sun
- The Royal Gambit
- Third Era Republicans
- Underworld
- Ur Artefacts
- Ur Obun
- Ur Ukar
- Vau
- Vigil
- Vorox
- Vorox Commandos
- Vuldrok Star Nations
- Zodiacs

**UUID:** e2a2eacf-b200-32cd-9541-9d34657f5ec4

## Magna Carta

*Common Skill*

**Group:** Education

The Magna Carta is the book containing all laws of the Empire. Build during the Regency, it addresses everything, from where usage of tobacco is proscribed by the Church to the number of years of jail one would expose oneself on killing a sacred bird on Grail System.

**UUID:** a13ca47b-652f-34eb-80c9-fbb03b4dddc2

## Melee

*Common Skill*

**Group:** Combat

**UUID:** 52ddcc36-ae34-3e2d-9995-41855161d7c2

## Navigation

*Common Skill*

**Group:** Awareness

**UUID:** 6a036585-2242-31d2-96a9-3b88bfb9d362

## Observe

*Common Skill*

**Group:** Awareness

The capacity to hold on to your senses to discern clues. Most of the time it's about sight, but it can be hearing to detect some noise, smell for a gas leak or touch for earthquake tremors.

**UUID:** f040f582-6f1d-344b-8ac1-d30a2b474118

## Occult Arts

**Group:** Education

**UUID:** 4c4987f6-e6c6-311e-a393-e72b85f0f0e6

## Oratory

*Common Skill*

**Group:** Performance

**UUID:** 462bad07-dcfa-3381-b2f2-6fcac87bdf55

## Performance \*

*Common Skill*

*Root Skill*

**Group:** Performance

**Specialities:**

- Catwalk
- Clown
- Comedia
- Dancing
- Juggling
- Music
- Tragedy

**UUID:** f3c0d36c-4f65-3789-a4ac-d89effb618b1

## Persuasion

*Common Skill*

**Group:** Social

**UUID:** 416dc402-4543-3e7f-8dd6-504d8ed848dc

## Politics

*Common Skill*

**Group:** Education

**UUID:** 9433435a-e31e-3b09-a08c-b10cab6c7113

## Redemption \*

*Root Skill*

**Group:** Tinkering

**Specialities:**

- *Clockworking*: The art of fixing automats and auscult them to find their dysfunctions.
- *Forbidden Lore*
- *Mech*
- *Tinkering*
- *Volt*

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

## Remedy

*Common Skill*

**Group:** Tinkering

**UUID:** 0f1f28a3-48ee-3b6f-8053-964cb60bbfdb

## Riding

*Common Skill*

**Group:** Control

**UUID:** 4a64b69a-04a3-339e-b8f1-4194ba22d039

## Science \*

*Root Skill*

**Group:** Tinkering

**Specialities:**

- *Archaeology*
- *Architecture*
- *Artificial Intelligence*
- *Astronomy*
- *Biology*
- *Botany*
- *Chemistry*
- *Clockworking*
- *Cybernetics*
- *Engineering*
- *Ethnology*
- *Genetics*
- *Geology*
- *Mathematics*
- *Oceanography*
- *Physics*
- *Physika*: The knowledge of urthish body (and similar). Formerly known as Medika.
- *Quantum Physics*
- *Robotics*
- *Sensors*

• *Terraforming*: 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)
- *Zoology*

**UUID:** 786ee93a-af70-3e37-9feb-c6cde2121313

## Search

*Common Skill*

**Group:** Awareness

The capacity to find what is hidden, physically, or in rare occasions in a more abstract manner.

**UUID:** 96923191-25ae-3c6b-88d0-c2b15d5e92c3

## Security

*Common Skill*

**Group:** Education

**UUID:** c376c53a-a47d-3b53-99fa-63ebf0697770

## Seduction

*Common Skill*

**Group:** Social

**UUID:** 3be8781a-1444-3ba3-bbdc-b2bebe9aa3ab

## Sensors

**Group:** Tinkering

**UUID:** 9f4019e1-36af-33a1-96c5-c8043746f65d

## Shadowing

*Common Skill*

**Group:** Performance

**UUID:** d56cd648-fe7f-37a5-86ca-50dd3bf61627

## Shoot

*Common Skill*

**Group:** Combat

**UUID:** 4cb62085-6a81-3ef1-85c4-e11ee761de16

## Sneak

*Common Skill*

**Group:** Performance

**UUID:** 3b9f1766-0f71-331e-b7cb-9332211bd8e5

## Spycraft

**Group:** Education

**UUID:** 4e72653b-1bbf-3e42-b575-68e45e3d4364

## Stealth

*Common Skill*

**Group:** Physical

**UUID:** dc974445-fb35-3e89-8601-cd1a4185954f

## Stoic Body

**Group:** Physical

The capacity to ignore distress of the body. A high score allow to endure a large amount of pain, that can be linked to physical torture or effort.

**UUID:** 9ef6dea9-05d9-34bf-97b4-a84c81ab0e4c

## Stoic Mind

**Group:** Physical

The capacity to control owns mind. Resistance to internal emotion, fears and psychological torture. Allow a better resistance to mind affecting Occult Arts.

**UUID:** f7ad26f0-8af7-3b66-b097-2a98967989cf

## Streetwise

*Common Skill*

**Group:** Underworld

**UUID:** 6dcda9c9-8ae8-3d1c-92e9-ea49c9eadb55

## Surgery

*Common Skill*

**Group:** Tinkering

**UUID:** dff0d07f-ce3d-3042-a066-288956d5cd11

## Surveillance

*Common Skill*

**Group:** Awareness

**UUID:** 6dd8b12e-d4c3-372a-92a8-2043eeb2e4e2

## Survival

*Common Skill*

**Group:** Education

**UUID:** d6668330-1670-3a11-9890-cdc1ba8bb9a4

## Teaching

*Common Skill*  
**Group:** Social  
**UUID:** b46e81c0-2fcd-35b5-a5b6-f6c5026b1395

## Think Machine

**Group:** Control  
**UUID:** d6be2636-6be0-3f98-86de-7ad13296fcbe

## Trading

*Common Skill*  
**Group:** Underworld  
**UUID:** 0fb8cf8f-0ab8-3b15-babe-eee4121efb95

## Warfare

**Group:** Combat  
**UUID:** 0466e9c0-af3f-3a23-935b-91eaba1a5f44

## Xenology \*

*Common Skill*  
*Root Skill*  
**Group:** Education  
 This skill represents a deep understanding, and often a strong empathy with specific alien races. It's a knowledge about their physiology, habitat, diet, culture, history and beliefs. If the Lore (species X) is a scholar approach of species X, Xenology (species X) is an immersion that can allow the skilled one to live and be respected by the species.  
**Specialities:**

- *Etyri*
- *Hironem*
- *Kurgan*
- *Oro'ym*
- *Ur Obun*
- *Urthish*
- *Ur Ukar*
- *Vorox*

**UUID:** 0a06d92e-03fc-3fc4-abb8-dbe3957e43ea

## Benefices/Afflictions

### Infamous Family [-1]

**Category:** Background  
**FS2CRB** [#1530]

### Commission [9]

**Category:** Status  
**Description:**  
 Captain / Crafter / Jonin / Captain / Director  
  
**FS2CRB** [#1499]

### Commission [11]

**Category:** Status  
**Description:**  
 Consul / Engineer / Consul / Major / Consul  
  
**FS2CRB** [#1500]

### Nobility [1]

**Category:** Status  
**Description:**  
 Squire  
  
**FS2CRB** [#1547]

### Nobility [2]

**Category:** Status  
**Description:**  
 Knight (Minor house)

**FS2CRB** [#1546]

### Nobility [3]

**Category:** Status  
**Description:**  
 Knight

**FS2CRB** [#1545]

### Nobility [4]

**Category:** Status  
**Description:**  
 Baronnet

**FS2CRB** [#1544]

### Nobility [6]

**Category:** Status  
**Description:**  
 Baron

**FS2CRB** [#1542]

### Nobility [8]

**Category:** Status  
**Description:**  
 Marquis

**FS2CRB** [#1540]

### Nobility [7]

**Category:** Status  
**Description:**  
 Baron

**FS2CRB** [#1541]

### Nobility [11]

**Category:** Status  
**Description:**  
 Count

**FS2CRB** [#1537]

### Nobility [10]

**Category:** Status  
**Description:**  
 Count

**FS2CRB** [#1538]

### Nobility [12]

**Category:** Status  
**Description:**  
 Duke

**FS2CRB** [#1536]

### Nobility [13]

**Category:** Status  
**Description:**  
 Duke

**FS2CRB** [#1535]

## Nobility [15]

**Category:** Status  
**Description:**  
Prince

FS2CRB [#1674]

## Ordained [11]

**Category:** Status  
**Description:**  
Bishop / Master / Magister

FS2CRB [#1555]

## Ordained [9]

**Category:** Status  
**Description:**  
Priest / Adept / Philosophus

FS2CRB [#1556]

## Ordained [7]

**Category:** Status  
**Description:**  
Deacon / Acolyte / Illuminatus

FS2CRB [#1557]

## Gossip Network [4]

**Category:** Community  
**Description:**  
You have a network of informants through the Known Worlds.

FS2CRB [#1517]

## Gossip Network [1]

**Category:** Community  
**Description:**  
You have a network of informants in a city or community.

FS2CRB [#1520]

## Assets [11]

**Emphasis:** 2000  
**Category:** Riches  
**Description:**  
20000

FS2CRB [#1469]

## Assets [10]

**Emphasis:** 1750  
**Category:** Riches  
**Description:**  
17500

FS2CRB [#1470]

## Assets [9]

**Emphasis:** 1500  
**Category:** Riches  
**Description:**  
15000

FS2CRB [#1471]

## Assets [8]

**Emphasis:** 1250  
**Category:** Riches  
**Description:**  
12500

FS2CRB [#1472]

## Assets [6]

**Emphasis:** 750  
**Category:** Riches  
**Description:**  
7500

FS2CRB [#1474]

## Assets [5]

**Emphasis:** 500  
**Category:** Riches  
**Description:**  
5000

FS2CRB [#1475]

## Assets [4]

**Emphasis:** 400  
**Category:** Riches  
**Description:**  
4000

FS2CRB [#1476]

## Assets [2]

**Emphasis:** 200  
**Category:** Riches  
**Description:**  
2000

FS2CRB [#1478]

## Assets [1]

**Emphasis:** 100  
**Category:** Riches  
**Description:**  
1000

FS2CRB [#1479]

## Cash [11]

**Emphasis:** 4000  
**Category:** Riches  
**Description:**  
4000

FS2CRB [#1485]

## Cash [9]

**Emphasis:** 3000  
**Category:** Riches  
**Description:**  
3000

FS2CRB [#1487]

## Cash [8]

**Emphasis:** 2500  
**Category:** Riches  
**Description:**



2500

FS2CRB [#1488]

### Cash [7]

**Emphasis:** 2000  
**Category:** Riches  
**Description:**  
2000

FS2CRB [#1489]

### Cash [2]

**Emphasis:** 300  
**Category:** Riches  
**Description:**  
300

FS2CRB [#1494]

### Cash [6]

**Emphasis:** 1500  
**Category:** Riches  
**Description:**  
1500

FS2CRB [#1490]

### Cash [4]

**Emphasis:** 800  
**Category:** Riches  
**Description:**  
800

FS2CRB [#1492]

### Cash [3]

**Emphasis:** 600  
**Category:** Riches  
**Description:**  
600

FS2CRB [#1493]

### Addiction [-2]

**Emphasis:** Mild  
**Category:** Background  
FS2CRB [#1446]

### Addiction [-4]

**Emphasis:** Severe  
**Category:** Background  
FS2CRB [#1448]

### Alien Upbringing [2]

**Category:** Background  
FS2CRB [#1451]

### Cloistered [-1]

**Category:** Background  
FS2CRB [#1496]

### Dark Secret [-2]

**Category:** Background  
FS2CRB [#1506]

### Dark Secret [-3]

**Category:** Background  
FS2CRB [#1507]

### Heir [3]

**Category:** Background  
FS2CRB [#1521]

### Lost Worlder [-1]

**Category:** Background  
FS2CRB [#1532]

### Oath of Fealty [-1]

**Emphasis:** Minor  
**Category:** Background  
FS2CRB [#1548]

### Oath of Fealty [-2]

**Emphasis:** Intermediate  
**Category:** Background  
FS2CRB [#1549]

### Obligation [-1]

**Emphasis:** Minor  
**Category:** Background  
FS2CRB [#1551]

### Obligation [-2]

**Emphasis:** Intermediate  
**Category:** Background  
FS2CRB [#1552]

### Obligation [-3]

**Emphasis:** Major  
**Category:** Background  
FS2CRB [#1553]

### Ally [11]

**Category:** Community  
FS2CRB [#1452]

### Ally [9]

**Category:** Community  
FS2CRB [#1454]

### Ally [8]

**Category:** Community  
FS2CRB [#1455]

### Ally [7]

**Category:** Community  
FS2CRB [#1456]

### Ally [5]

**Category:** Community  
FS2CRB [#1458]

### Ally [4]

**Category:** Community  
FS2CRB [#1459]

### Ally [3]

**Category:** Community  
FS2CRB [#1460]

### Ally [1]

**Category:** Community  
FS2CRB [#1462]

### Contact [1]

**Category:** Community  
FS2CRB [#1504]

### Family Ties [3]

**Category:** Community  
FS2CRB [#1515]

### Advisor [5]

**Category:** Possessions  
FS2CRB [#1450]

### Article of Faith [6]

**Category:** Possessions  
FS2CRB [#1463]

### Article of Faith [5]

**Category:** Possessions  
FS2CRB [#1464]

### Article of Faith [3]

**Category:** Possessions  
FS2CRB [#1466]

### Article of Faith [2]

**Category:** Possessions  
FS2CRB [#1467]

### Article of Faith [1]

**Category:** Possessions  
FS2CRB [#1468]

### Flux sword [11]

**Category:** Possessions  
FS2CRB [#1516]

### Indebted [-3]

**Category:** Possessions  
FS2CRB [#1528]

### Indebted [-4]

**Category:** Possessions  
FS2CRB [#1527]

### Indebted [-5]

**Category:** Possessions  
FS2CRB [#1526]

### Indebted [-7]

**Category:** Possessions  
FS2CRB [#1524]

### Jumpkey [2]

**Category:** Possessions  
FS2CRB [#1531]

### Mist sword [13]

**Category:** Possessions  
FS2CRB [#1533]

### Barbarian [-2]

**Category:** Status  
FS2CRB [#1480]

### Black sheep [-1]

**Category:** Status  
FS2CRB [#1481]

### Black sheep [-2]

**Category:** Status  
FS2CRB [#1482]

### Branded [-1]

**Category:** Status  
FS2CRB [#1484]

### Cohort Badge [3]

**Category:** Status  
FS2CRB [#1497]

### Escaped Serf [-2]

**Category:** Status  
FS2CRB [#1509]

### Escaped Slave [-3]

**Category:** Status  
FS2CRB [#1510]

### Excommunicated [-3]

**Category:** Status  
FS2CRB [#1511]

### Fallen from Grace [-1]

**Category:** Status  
FS2CRB [#1512]

### Fallen from Grace [-2]

**Category:** Status  
FS2CRB [#1513]

### Fallen from Grace [-3]

**Category:** Status  
FS2CRB [#1514]

### Householder [1]

**Category:** Status  
FS2CRB [#1522]

### Commission [5]

**Category:** Status  
**Description:**

Lieutenant / Entered / Genin / Sergeant / Chief

FS2CRB [#1503]

### Ordained [3]

**Category:** Status

**Description:**

Novitiate / Apprentice / Novitiate

FS2CRB [#1559]

### Ordained [5]

**Category:** Status

**Description:**

Canon / Oblate / Provost

FS2CRB [#1558]

### Rise Rank By 8 [16]

**Emphasis:** rankraise

**Category:** Status

FS2CRB [#1676]

### Rise Rank By 5 [10]

**Emphasis:** rankraise  
**Category:** Status  
 FS2CRB [#1679]

### Rise Rank by 1 [2]

**Emphasis:** rankraise  
**Category:** Status  
 FS2CRB [#1621]

### Rise Rank By 6 [12]

**Emphasis:** rankraise  
**Category:** Status  
 FS2CRB [#1675]

### Rise Rank By 2 [4]

**Emphasis:** rankraise  
**Category:** Status  
 FS2CRB [#1622]

### Gossip Network [3]

**Category:** Community  
**Description:**  
 You have a network of informants through an entire Royale House's fief.

FS2CRB [#1518]

### Wyrd Tabernacle [2]

**Category:** Possessions  
**Description:**  
 3 Wyrds

FS2CRB [#1618]

### Wyrd Tabernacle [4]

**Category:** Possessions  
**Description:**  
 5 wyrds

FS2CRB [#1617]

### Orphan [-1]

**Category:** Background  
 FS2CRB [#1560]

### Secrets [4]

**Emphasis:** Severe  
**Category:** Background  
 FS2CRB [#1593]

### Secrets [3]

**Emphasis:** Major  
**Category:** Background  
 FS2CRB [#1594]

### Secrets [2]

**Emphasis:** Average  
**Category:** Background  
 FS2CRB [#1595]

### Secrets [1]

**Emphasis:** Minor  
**Category:** Background  
 FS2CRB [#1596]

### Stigma [-2]

**Category:** Background  
 FS2CRB [#1598]

### Stigma [-3]

**Category:** Background  
 FS2CRB [#1599]

### Stigma [-4]

**Category:** Background  
 FS2CRB [#1600]

### Vow of Poverty [-2]

**Category:** Background  
 FS2CRB [#1607]

### Vow of Silence [-3]

**Category:** Background  
 FS2CRB [#1608]

### Well-Traveled [3]

**Category:** Background  
**Description:**  
 Major house Fief

FS2CRB [#1610]

### Basic Mantok [6]

**Category:** Combat  
 FS2CRB [#1627]

### Article of Faith [4]

**Category:** Possessions  
 FS2CRB [#1465]

### Indebted [-6]

**Category:** Possessions  
 FS2CRB [#1525]

### Neural Disrupter [10]

**Category:** Possessions  
 FS2CRB [#1534]

### Passage Contract [10]

**Category:** Possessions  
**Description:**  
 Ship at your command

FS2CRB [#1565]

### Psi Cloak [10]

**Category:** Possessions  
 FS2CRB [#1581]

### Refuge [4]

**Category:** Possessions  
**Description:**  
 Guild Safe House

FS2CRB [#1585]

### Wyrd Tabernacle [14]

**Category:** Possessions  
 FS2CRB [#1612]

### Wyrd Tabernacle [6]

**Category:** Possessions  
 FS2CRB [#1616]

### Bastard [-1]

**Category:** Status

**Description:**

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 [-3]

**Category:** Status

FS2CRB [#1483]

### Imperial Charter [4]

**Category:** Status

FS2CRB [#1523]

### Professional Contract [7]

**Category:** Status

FS2CRB [#1573]

### Professional Contract [3]

**Category:** Status

FS2CRB [#1577]

### Martial Arts (Base) [6]

**Category:** Combat

**Description:**

Basic Actions from +1 to +3 Requires Fight 3

FS2CRB [#1682]

### Martial Arts (Enhanced) [10]

**Category:** Combat

**Description:**

Actions from +1 to +4 Requires Fight 4

FS2CRB [#1683]

### Martial Arts (Advanced) [15]

**Category:** Combat

**Description:**

Actions from +1 to +5 Requires Fight 5

FS2CRB [#1684]

### Martial Arts (Master) [21]

**Category:** Combat

**Description:**

Actions from +1 to +6 Requires Fight 6

FS2CRB [#1685]

### Vorox Free Balance [0]

**Emphasis:** vorox

**Category:** Other

**Description:**

This affliction is specific to the Vorox characters, that for balance can only take one Tour of Duty (20 OP) instead of two.

FS2CRB [#1634]

### Free Benefice (6) [6]

**Category:** Other

FS2CRB [#1668]

### Indebted [-2]

**Emphasis:** -300

**Category:** Possessions

**Description:**

£-300 debt

FS2CRB [#1529]

### Assets [7]

**Emphasis:** 1000

**Category:** Riches

**Description:**

10000

FS2CRB [#1473]

### Assets [3]

**Emphasis:** 300

**Category:** Riches

**Description:**

3000

FS2CRB [#1477]

### Cash [10]

**Emphasis:** 3500

**Category:** Riches

**Description:**

3500

FS2CRB [#1486]

### Cash [1]

**Emphasis:** 100

**Category:** Riches

**Description:**

100

FS2CRB [#1495]

### Cash [5]

**Emphasis:** 1000

**Category:** Riches

**Description:**

1000

FS2CRB [#1491]

### Gossip Network [2]

**Category:** Community

**Description:**

You have a network of informants planetwide.

FS2CRB [#1519]

### Light Cyber Package [10]

**Category:** Other

**Description:**

This is the benefice for getting a 10 pts cyberdevice attached to the characters body.

FS2CRB [#1672]

### Adept Robes [20]

**Category:** Possessions

**Description:**

This Religious vestment is a consecrated Ceramsteel Armor. Only priests with a massive battleground background have access to this.

FS2CRB [#1449]

### Superior Mantok Technique [4]

**Category:** Combat  
FS2CRB [#1628]

### Protection [3]

**Category:** Community  
FS2CRB [#1580]

### Retinue [4]

**Category:** Community  
FS2CRB [#1587]

### Retinue [3]

**Category:** Community  
FS2CRB [#1588]

### Retinue [2]

**Category:** Community  
FS2CRB [#1589]

### Retinue [1]

**Category:** Community  
FS2CRB [#1590]

### Vendetta [-1]

**Category:** Community  
FS2CRB [#1601]

### Vendetta [-2]

**Category:** Community  
FS2CRB [#1602]

### Vendetta [-4]

**Category:** Community  
FS2CRB [#1604]

### No Occult [-2]

**Category:** Occult  
FS2CRB [#1631]

### Big Cyber Package [40]

**Category:** Other  
**Description:**  
At least 2 major enhancements.

FS2CRB [#1623]

### Medium Cyber Package [20]

**Category:** Other  
**Description:**  
One notable enhancement.

FS2CRB [#1624]

### Ostracism (Mild) [-2]

**Category:** Other  
FS2CRB [#1626]

### Passage Contract [8]

**Category:** Possessions  
**Description:**  
Luxury Liner

FS2CRB [#1566]

### Passage Contract [6]

**Category:** Possessions  
**Description:**  
Stateroom

FS2CRB [#1567]

### Passage Contract [4]

**Category:** Possessions  
**Description:**  
Transport

FS2CRB [#1568]

### Passage Contract [2]

**Category:** Possessions  
**Description:**  
Tramp Freighter

FS2CRB [#1569]

### Refuge [10]

**Category:** Possessions  
**Description:**  
Military Base

FS2CRB [#1582]

### Refuge [8]

**Category:** Possessions  
**Description:**  
Castle

FS2CRB [#1583]

### Refuge [6]

**Category:** Possessions  
**Description:**  
Monastery

FS2CRB [#1584]

### Refuge [2]

**Category:** Possessions  
**Description:**  
Small Farm

FS2CRB [#1586]

### Saint's Lore [8]

**Category:** Possessions  
FS2CRB [#1591]

### Vestments [1]

**Category:** Possessions  
FS2CRB [#1605]

### Wireblade [12]

**Category:** Possessions  
FS2CRB [#1611]

### Wyrd Tabernacle [12]

**Category:** Possessions  
FS2CRB [#1613]

## Wyrđ Tabernacle [10]

**Category:** Possessions  
FS2CRB [#1614]

## Wyrđ Tabernacle [8]

**Category:** Possessions  
FS2CRB [#1615]

## Outlaw [-1]

**Category:** Status  
FS2CRB [#1561]

## Outlaw [-2]

**Category:** Status  
FS2CRB [#1562]

## Outlaw [-3]

**Category:** Status  
FS2CRB [#1563]

## Outlaw [-4]

**Category:** Status  
FS2CRB [#1564]

## Professional Contract [10]

**Category:** Status  
FS2CRB [#1570]

## Professional Contract [9]

**Category:** Status  
FS2CRB [#1571]

## Professional Contract [8]

**Category:** Status  
FS2CRB [#1572]

## Professional Contract [6]

**Category:** Status  
FS2CRB [#1574]

## Professional Contract [5]

**Category:** Status  
FS2CRB [#1575]

## Professional Contract [4]

**Category:** Status  
FS2CRB [#1576]

## Professional Contract [2]

**Category:** Status  
FS2CRB [#1578]

## Professional Contract [1]

**Category:** Status  
FS2CRB [#1579]

## Bite [2]

**Category:** Talent  
FS2CRB [#1629]

## Extra Limbs [4]

**Category:** Talent  
FS2CRB [#1630]

## Commission [3]

**Category:** Status  
**Description:**

Ensign / Apprentice / Associate / Private / Associate

FS2CRB [#1502]

## Commission [13]

**Category:** Status

**Description:**

Dean / Master / Dean / Colonel / Dean

FS2CRB [#1498]

## Nobility [5]

**Category:** Status

**Description:**

Baronnet

FS2CRB [#1543]

## Nobility [9]

**Category:** Status

**Description:**

Marquis

FS2CRB [#1539]

## Nobility [14]

**Category:** Status

**Description:**

Archduke

FS2CRB [#1673]

## Ordained [13]

**Category:** Status

**Description:**

Archbishop / Grand Master / Presbuteros

FS2CRB [#1554]

## Rise Rank By 7 [14]

**Emphasis:** rankraise

**Category:** Status

FS2CRB [#1680]

## Rise Rank By 4 [8]

**Emphasis:** rankraise

**Category:** Status

FS2CRB [#1678]

## Rise Rank By 3 [6]

**Emphasis:** rankraise

**Category:** Status

FS2CRB [#1677]

## Kurgan Combat Basics [10]

**Category:** Combat

**Description:**

Techniques from level 1 to level 4 in Ffencing or Martial arts.

FS2CRB [#1681]

## Addiction [-1]

**Emphasis:** Light

**Category:** Background

FS2CRB [#1661]

### Addiction [-3]

**Emphasis:** Strong  
**Category:** Background  
 FS2CRB [#1447]

### Dark Secret [-1]

**Category:** Background  
 FS2CRB [#1505]

### Commission [7]

**Category:** Status  
**Description:**  
 Commander / Fellow / Boss / Lieutenant / Manager

FS2CRB [#1501]

### Oath of Fealty [-3]

**Emphasis:** Major  
**Category:** Background  
 FS2CRB [#1550]

### Secrets [5]

**Emphasis:** Life Threatening  
**Category:** Background  
 FS2CRB [#1592]

### Stigma [-1]

**Category:** Background  
 FS2CRB [#1597]

### Vow of Celibacy [-1]

**Category:** Background  
 FS2CRB [#1606]

### Well-Traveled [5]

**Category:** Background  
**Description:**  
 Known Worlds

FS2CRB [#1609]

### Fencing Actions (Bronze sword) [6]

**Emphasis:** Low  
**Category:** Combat  
**Description:**  
 Manoeuvres 1, 2 and 3 Requires Melee Skill at 3

FS2CRB [#1636]

### Fencing Actions (Crimson sword) [28]

**Emphasis:** Grand Master  
**Category:** Combat  
**Description:**  
 Manoeuvres 1, 2, 3, 4, 5, 6, 7 and 8 Requires Melee Skill at 8

FS2CRB [#1658]

### Fencing Actions (Lead sword) [3]

**Emphasis:** Basics  
**Category:** Combat  
**Description:**  
 Manoeuvres 1 & 2 Requires Melee Skill at 2

FS2CRB [#1655]

### Fencing Actions (Platinum sword) [21]

**Emphasis:** Master  
**Category:** Combat  
**Description:**  
 Manoeuvres 1, 2, 3, 4, 5 and 6 Requires Melee Skill at 7

FS2CRB [#1657]

### Fencing Gold to Platinum [6]

**Category:** Combat  
 FS2CRB [#1660]

### Fencing Silver To Gold [5]

**Category:** Combat  
 FS2CRB [#1659]

### Ally [10]

**Category:** Community  
 FS2CRB [#1453]

### Ally [6]

**Category:** Community  
 FS2CRB [#1457]

### Ally [2]

**Category:** Community  
 FS2CRB [#1461]

### Dependent [-1]

**Category:** Community  
 FS2CRB [#1508]

### Vendetta [-3]

**Category:** Community  
 FS2CRB [#1603]

### Free Benefice [2]

**Category:** Other  
 FS2CRB [#1664]

### Free Benefice (3) [3]

**Category:** Other  
 FS2CRB [#1665]

### Free Benefice (4) [4]

**Category:** Other  
 FS2CRB [#1666]

### Free Benefice (5) [5]

**Category:** Other  
 FS2CRB [#1667]

### Ka Ran Warrior [3]

**Category:** Other  
**Description:**  
 Full grown warrior to vorox society.

FS2CRB [#1662]

### Fencing Actions (Silver sword) [10]

**Emphasis:** Intermediate  
**Category:** Combat  
**Description:**  
 Manoeuvres 1, 2, 3 and 4 Requires Melee Skill at 4

FICS [#1620]

## Graa Fighting [6]

**Category:** Combat

**Description:**

Vorox martial art

FICS [#1638]

## Vorox Gun Manoeuvres [10]

**Category:** Talent

**Description:**

Special shooting actions for vorox (House Li Halan)

FICS [#1637]

## Vorox Staredown Ritual [4]

**Category:** Talent

**Description:**

Has earned friendship with the vorox

FICS [#1646]

## Enemy [-3]

**Emphasis:** Count

**Category:** Community

FICS [#1671]

## Reputation (Mild) [2]

**Category:** Status

**Description:**

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]

## Chapter Occult Attunement [3]

**Emphasis:** Chapter Atonement

**Category:** Occult

**Description:**

Atonement Rituals level 1 and 2 (Amalthean list)

FICS [#1639]

## Occult Mastery 5 [9]

**Emphasis:** Master

**Category:** Occult

**Description:**

Main Path: Power Level 9

FICS [#1654]

## Reputation (Solid) [4]

**Category:** Status

**Description:**

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]

## Free Benefice [1]

**Category:** Other

FICS [#1663]

## Paramours [9]

**Category:** Other

**Description:**

The character has so many lovers and paramours that it can use it as a network for information and help.

FICS [#1640]

## Freelancer Investment [2]

**Emphasis:** +2

**Category:** Riches

**Description:**

+2 Assets

FICS [#1635]

## Occult Mastery 1 [6]

**Emphasis:** Rookie

**Category:** Occult

**Description:**

Main Path: Power Level 1, 2 & 3

FICS [#1625]

## Occult Mastery 2 [9]

**Emphasis:** Initiate

**Category:** Occult

**Description:**

Main Path: Power Level 4 & 5

FICS [#1644]

## Occult Mastery 3 [13]

**Emphasis:** Advanced

**Category:** Occult

**Description:**

Main Path: Powers Level 6 & 7

FICS [#1645]

## Occult Mastery 4 [8]

**Emphasis:** Superior

**Category:** Occult

**Description:**

Main Path: Power Level 8

FICS [#1653]

## Enemy [-1]

**Emphasis:** Knight

**Category:** Community

FICS [#1669]

## Reputation (Soft) [1]

**Category:** Status

**Description:**

The name is known.

FICS [#1642]

## Enemy [-2]

**Emphasis:** Baron

**Category:** Community

FICS [#1670]

## Urthish Free Balance [0]

**Category:** Other

**Description:**

12 free OP

FICS [#1632]



## Ur Ukar Free Balance [0]

**Category:** Other

**Description:**

To be freely set: 0 AP / 5 OP

FICS [#1633]

## Gear [6]

**Emphasis:** £600

**Category:** Possessions

**Description:**

£600 gear

FICS [#1652]

## Gear [5]

**Emphasis:** £500

**Category:** Possessions

**Description:**

£500 gear

FICS [#1651]

## Gear [4]

**Emphasis:** £400

**Category:** Possessions

**Description:**

£400 gear

FICS [#1650]

## Gear [3]

**Emphasis:** £300

**Category:** Possessions

**Description:**

300£ gear

FICS [#1649]

## Gear [2]

**Emphasis:** £200

**Category:** Possessions

FICS [#1648]

## Gear [1]

**Emphasis:** £100

**Category:** Possessions

FICS [#1647]

## Fencing Actions (Gold sword) [15]

**Emphasis:** High

**Category:** Combat

**Description:**

Manoeuvres 1, 2, 3, 4 and 5 Requires Melee Skill at 5

FICS [#1656]

## Blessings/Curses

### Curious [2]

**Category:**

**Description:**

+2 PRE when seeing something new

FS2CRB [#9]

## Beautiful [2]

**Category:**

FS2CRB [#2]

## Angelic [3]

**Category:**

FS2CRB [#3]

## Homely [-1]

**Category:**

FS2CRB [#4]

## Ugly [-2]

**Category:**

FS2CRB [#5]

## Monstrous [-3]

**Category:**

FS2CRB [#6]

## Compassionate [2]

**Category:**

FS2CRB [#8]

## Gracious [2]

**Category:**

FS2CRB [#11]

## Just [2]

**Category:**

FS2CRB [#13]

## Loyal [2]

**Category:**

FS2CRB [#14]

## Pious [2]

**Category:**

FS2CRB [#15]

## Shrewd [2]

**Category:**

FS2CRB [#16]

## Suspicious [2]

**Category:**

**Description:**

+2 PER when rivals around

FS2CRB [#17]

## Unyielding [2]

**Category:**

FS2CRB [#18]

## Argumentative [-2]

**Category:**

FS2CRB [#19]

## Bluster [-2]

**Category:**

FS2CRB [#20]

## Brainwashed [-2]

**Category:**

FS2CRB [#21]

### Clueless [-2]

**Category:**  
FS2CRB [#23]

### Condescending [-2]

**Category:**  
FS2CRB [#24]

### Delusional [-2]

**Category:**  
FS2CRB [#25]

### Disrespectful [-2]

**Category:**  
FS2CRB [#26]

### Greedy [-2]

**Category:**  
FS2CRB [#27]

### Guilty [-2]

**Category:**  
FS2CRB [#28]

### Gullible [-2]

**Category:**  
FS2CRB [#29]

### Haughty [-2]

**Category:**  
FS2CRB [#30]

### Impetuous [-2]

**Category:**  
FS2CRB [#31]

### Righteous [-2]

**Category:**  
FS2CRB [#32]

### Mammon [-2]

**Category:**  
FS2CRB [#33]

### Phobic [-2]

**Category:**  
FS2CRB [#35]

### Possessive [-2]

**Category:**  
FS2CRB [#36]

### Prideful [-2]

**Category:**  
FS2CRB [#37]

### Secretive [-2]

**Category:**  
FS2CRB [#38]

### Subtle [-2]

**Category:**  
FS2CRB [#39]

### Surly [-2]

**Category:**  
FS2CRB [#40]

### Uncouth [-2]

**Category:**  
**Description:**  
-2 PRE at society actions

FS2CRB [#41]

### Vain [-2]

**Category:**  
**Description:**  
-2 PER when being flattered

FS2CRB [#42]

### Vengeful [-2]

**Category:**  
**Description:**  
-2 WIL when honor impinged, will never forget a slight

FS2CRB [#43]

### Bad Heart [-2]

**Category:**  
**Description:**  
-2 CON with athletic tasks

FS2CRB [#44]

### Bad Liver [-2]

**Category:**  
**Description:**  
-2 CON against toxins

FS2CRB [#45]

### Bad lungs [-1]

**Category:**  
**Description:**  
-1 CON with athletic tasks

FS2CRB [#46]

### Horrible Scar or burn [-2]

**Category:**  
**Description:**  
-2 PRE when visible

FS2CRB [#47]

### Casanova [2]

**Category:**  
**Description:**  
+2 TEM when seducing others

FS2CRB [#48]

### Compass [2]

**Category:**  
**Description:**  
+2 INT when figuring out direction or location

FS2CRB [#49]

### Disciplined [2]

**Category:**  
**Description:**  
+2 WIL in combat situations

FS2CRB [#10]

### **Bold [2]**

**Category:**

**Description:**

+2 TEM while acting when others hesitate

FS2CRB [#7]

### **Innovative [2]**

**Category:**

**Description:**

+2 TEC when trying to invent something new

FS2CRB [#12]

### **Nosy [-2]**

**Category:**

**Description:**

-2 WIL when seeing something new

FS2CRB [#34]

### **Unnerving [-2]**

**Category:**

**Description:**

-2 PRE around superstitious people

FS2CRB [#57]

### **Handsome [1]**

**Category:**

FS2CRB [#1]

### **Sensitive Touch [2]**

**Category:**

FS2CRB [#51]

### **Bitter [-2]**

**Category:**

**Description:**

-2 WIL when dealing with urthish

FS2CRB [#52]

### **Predatory [0]**

**Category:**

FS2CRB [#53]

### **Giant [2]**

**Category:**

FS2CRB [#54]

### **Sensistive Smell [2]**

**Category:**

FS2CRB [#55]

### **Austere [-2]**

**Category:**

FS2CRB [#56]

### **The Man [2]**

**Category:**

FS2CRB [#58]

### **Lucky at cards [2]**

**Category:**

**Description:**

+2 gambling when cheating

FS2CRB [#59]

### **Mute [-2]**

**Category:**

FS2CRB [#62]

### **Thrifty [2]**

**Category:**

**Description:**

+2 Wits in Money Matters

FS2CRB [#66]

### **Short [-3]**

**Category:**

**Description:**

-1 body, -1 mov, base run 8 metters

FS2CRB [#67]

### **Perceptive Touch [1]**

**Category:**

**Description:**

1

FS2CRB [#68]

### **Agile Toes [1]**

**Category:**

**Description:**

Feet can be used like hands

FS2CRB [#69]

### **Grease Monkey [2]**

**Category:**

**Description:**

+1 with all Redemption skills

FS2CRB [#70]

### **Immunity [2]**

**Category:**

**Description:**

Immunity against symbiot taint

FS2CRB [#71]

### **Long Fingers & Toes [1]**

**Category:**

**Description:**

+2 REF with fine manipulations

FS2CRB [#72]

### **Omnidigestion [2]**

**Category:**

**Description:**

Vast diet, not immune to poison or toxins

FS2CRB [#73]

## Prehensile Tail [2]

**Category:**  
**Description:**  
+2 to grab

FS2CRB [#74]

## Regeneration [5]

**Category:**  
**Description:**  
Heal 1 point per act

FS2CRB [#75]

## Alien Nature [-3]

**Category:**  
**Description:**  
Weird creature

FS2CRB [#76]

## Dwarf [-5]

**Category:**  
**Description:**  
Reduce BOD and STR and MOV

FS2CRB [#77]

## Voracious [-1]

**Category:**  
**Description:**  
Voracious appetite when healing wounds

FS2CRB [#78]

## Stench [-2]

**Category:**  
**Description:**  
-2 PRE among non gannok

FS2CRB [#79]

## Etyri Claws [2]

**Category:**  
**Description:**  
3 DMG

FS2CRB [#81]

## Etyri Beak [1]

**Category:**  
**Description:**  
2 DMG

FS2CRB [#82]

## Flight [5]

**Category:**  
**Description:**  
The creature has wings and can fly.

FS2CRB [#80]

## Keen Eyes [3]

**Category:**  
**Description:**  
+3 AWA with sight only

FS2CRB [#83]

## Etyri Beak [1]

**Category:**  
**Description:**  
2 DMG

FS2CRB [#84]

## Claustrophobia [2]

**Category:**  
**Description:**  
-2 WIL in close quarters

FS2CRB [#85]

## Hollow Bones [-6]

**Category:**  
**Description:**  
Vitality base is halved

FS2CRB [#86]

## Tall [3]

**Category:**  
**Description:**  
+1 HEALTH

FS2CRB [#87]

## Rebellious [-3]

**Category:**  
**Description:**  
-3 WIL when following others orders

FS2CRB [#88]

## Callous [-2]

**Category:**  
**Description:**  
-2 TEM when asked for help

FS2CRB [#22]

## War Trauma [-2]

**Category:**  
FICS [#50]

## Self-conscious [-2]

**Category:**  
**Description:**  
When to observed or watched

FICS [#65]

## Bad Ass [2]

**Category:**  
FICS [#63]

## Overconfident [-2]

**Category:**  
FICS [#64]

## Coward [-2]

**Category:**  
FICS [#60]

## Vorox Staredown Ritual [4]

**Category:**  
**Description:**

Avatar has earned frindship with the Voroxes

FICS [#61]

## Lifepaths

All characters are build in dP around an historical approach: each step gives the characters a certain number of attributes, skills and other points. A few of them are custom steps that allow customization.

The standard construction of a character is:

- One Birthright matching to her species (140pts)
- Upbringing (20pts or in two parts with 15 + 5 pts)
- Apprenticeship (25 pts)
- Early Career (48 pts)
- Some Tours of duty (20 pts each, a begining PC has two of them)
- Worldly Benefits (7 pts)

## Racial Lifepath (Birthrights)

### Vau (0#227)

Uncomplete Lifepath

### Etyri (0#223)

Source: FS2CRB, Attributes Points: 37, Options Points: 11 Value: **+140**.

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

**Skills** — Acrobatics +4, Observe +2, Linguistics (Etyri) +2, Linguistics (Urthish) +1.

**Benefices/Afflictions** — Ostracism (Mild) -2.

**Blessings/Curses** — Alien Nature -3, Claustrophobia +2, Etyri Beak +1, Etyri Claws +2, Flight +5, Hollow Bones -6, Keen Eyes +3.

### Gannok (0#225)

Source: FS2CRB, Attributes Points: 40, Options Points: 14 Value: **+140**.

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

**Skills** — Acrobatics +4, Athletics +2, Seduction +2, Linguistics (Tok tok) +2, Redemption (Tinkering) +2.

**Benefices/Afflictions** — Ostracism (Mild) -2.

**Blessings/Curses** — Agile Toes +1, Dwarf -5, Grease Monkey +2, Immunity +2, Long Fingers & Toes +1, Regeneration +5, Stench -2.

### Kurgan (0#159)

Source: FICS, Attributes Points: 36, Options Points: 12 Value: **+140**.

**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*.

### Urthish (0#41)

Source: FICS, Attributes Points: 36, Options Points: 16 Value: **+140**.

**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*.

### Vuldrok (0#160)

Source: FICS, Attributes Points: 36, Options Points: 10 Value: **+140**.

**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*.

### Ur Ukar (0#45) [ukari]

Source: FICS, Attributes Points: 39, Options Points: 14 Value: **+140**.

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

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

**Benefices/Afflictions** — Ostracism (Mild) -2.

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

### Ur Obun (0#46)

Source: FICS, Attributes Points: 40, Options Points: 16 Value: **+140**.

**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.

### 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.

### Grimson (0#152) [Changed]

Source: FICS, Attributes Points: 48, Options Points: 17 Value: **+161**.

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

**Skills** — Acrobatics +3, Athletics +4, Dodge +4, Fight +4, Melee +4, Warfare +1.

**Benefices/Afflictions** — Stigma -4.

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

## Nobility Lifepath

## Upbringing

### 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.

### Landless Hawkwod (10#28) [Hawkwod]

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.

### 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 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 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 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.

### Rural Estate Hawkwood (10#3) [Hawkwood]

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

**Attributes** – STR+2 INT+1 PRE+1 REF+1

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

**Benefices/Afflictions** – *none*.

**Blessings/Curses** – Prideful -2, Unyielding +2.

### Landless 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.

### Outerbelt Torenson (10#259) [Minor House]

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

**Attributes** – MOV+1 INT+1 TEM+1 TEC+1

**Skills** – Bureaucracy +1, Etiquette +1, Interrogation +1, Observe +1, Oratory +1, Persuasion +1, Politics +1, Seduction +1.

**Benefices/Afflictions** – *none*.

**Blessings/Curses** – *none*.

### 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.

### 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.

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

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

**Attributes** – INT+1 PRE+1 WIL+2 REF+1

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

**Benefices/Afflictions** – *none*.

**Blessings/Curses** – Gracious +2, Impetuous -2.

### High Court 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.

### 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*.

### 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*.

### 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*.

### 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*.

### Nouvelle Vague Justinian (10#260) [Minor House]

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

**Attributes** — CON+1 PRE+2 TEM+1

**Skills** — Academia +1, Athletics +1, Empathy +1, Etiquette +1, Gambling +1, Leadership +1, Riding +1, Seduction +1.

**Benefices/Afflictions** — *none*.

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

### Verona City Masseri (10#198) [Verona]

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

**Attributes** — INT+1 PRE+1 TEM+1 TEC+1 AWA+1

**Skills** — Bureaucracy +1, Etiquette +1, Think Machine +1, Linguistics (Rital) +1, Arts (undefined) +1.

**Benefices/Afflictions** — *none*.

**Blessings/Curses** — *none*.

### Verona Country Masseri (10#196) [Verona]

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

**Attributes** — STR+1 INT+1 PRE+1 TEM+1 AWA+1

**Skills** — Alchemy +1, Beastcraft +1, Empathy +1, Etiquette +1, Linguistics (Rital) +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.

### 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.

### 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*.

### 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.

### 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*.

#### Leisure Dandy (20#11) [Nobility]

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

**Attributes** — INT+2 TEM+1 REF+1 AWA+1

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

**Benefices/Afflictions** — *none*.

**Blessings/Curses** — *none*.

#### Military Starman (20#14) [Nobility]

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

**Attributes** — INT+2 PRE+1 REF+1 AWA+1

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

**Benefices/Afflictions** — *none*.

**Blessings/Curses** — *none*.

#### 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

#### 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*.

#### Military Command Soldier (30#13) [Nobility]

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

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

**Skills** – Athletics +1, Dodge +1, Fight +1, Impress +2, Leadership +2, Melee +1, Observe +1, Remedy +1, Shoot +2, Survival +1, Warfare +2.  
**Benefices/Afflictions** – Nobility +3.  
**Blessings/Curses** – none.

### Questing (30#17) [Nobility]

Source: FS2CRB, Attributes Points: 10, Options Points: 18 Value: **+48**.  
**Attributes** – CON+2 BOD+1 INT+1 PRE+2 TEM+1 WIL+2 TEC+1  
**Skills** – Athletics +1, Dodge +1, Etiquette +1, Fight +1, Impress +1, Melee +1, Observe +1, Seduction +1, Shoot +1, Stealth +1, Lore (Jumpweb) +1, Linguistics (undefined) +2, Lore (undefined) +1.  
**Benefices/Afflictions** – Imperial Charter +4.  
**Blessings/Curses** – none.

### Court 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.

### 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.

### Landlord (30#268)

Source: FICS, Attributes Points: 10, Options Points: 18 Value: **+48**.  
**Attributes** – STR+1 CON+1 BOD+1 MOV+1 INT+2 PRE+2 TEM+1 AWA+1  
**Skills** – Academia +1, Beastcraft +1, Bureaucracy +2, Etiquette +2, Impress +1, Inquiry +1, Interrogation +1, Leadership +2, Magna Carta +1, Oratory +1, Politics +2, Driving (undefined) +2, Lore (undefined) +1.  
**Benefices/Afflictions** – Oath of Fealty -2, Rise Rank by 1 +2.  
**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

#### 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.

#### 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.

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

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

**Skills** – Seduction +1, Lore (undefined) +1.  
**Benefices/Afflictions** – none.  
**Blessings/Curses** – none.

### City (10#49) [Church or Guild]

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

### 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.

### 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.

### Samarkand Citizen (10#250) [Istakhr]

Source: FICS, Attributes Points: 4, Options Points: 8 Value: **+20**.  
**Attributes** – BOD+1 PRE+1 TEM+1 TEC+1  
**Skills** – Academia +1, Beastcraft +1, Bribery +1, Bureaucracy +1, Etiquette +1, Seduction +1, Stoic Body +1, Linguistics (undefined) +1.  
**Benefices/Afflictions** – none.  
**Blessings/Curses** – none.

### Sihid Desert Nomad (10#255) [Istakhr]

Source: FICS, Attributes Points: 5, Options Points: 5 Value: **+20**.  
**Attributes** – CON+1 MOV+1 WIL+1 AWA+1  
**Skills** – Beastcraft +1, Navigation +1, Observe +1, Shadowing +1, Survival +1, Dogma (undefined) +1, Lore (undefined) +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

#### 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 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.

### 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*.

### 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.

### 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.

### Sanctuary Aeon Parish (20#63) [Amalthean]

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

**Attributes** – TEM+2 WIL+1 REF+2

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

**Benefices/Afflictions** – *none*.

**Blessings/Curses** – Compassionate +2, Gullible -2.

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

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

**Attributes** – STR+1 CON+1 TEM+1 REF+1 AGI+1

**Skills** – Fight +1, Remedy +1, Shoot +1, Stoic Body +1.

**Benefices/Afflictions** – Basic Mantok +6.

**Blessings/Curses** – *none*.

### 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 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.

### 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*.

### 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*.

## 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.

## 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.

## 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 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.

## 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.

## 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 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 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.

## 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.

## 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.

## 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.

## 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.

## 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.

## Early Career

### Market Money Lender (30#91) [Guild]

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

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

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

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

**Blessings/Curses** – *none*.

### Mercenary 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*.

### 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*.

### 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*.

### Market Merchant (30#90) [Guild]

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

**Attributes** – CON+1 MOV+1 PRE+2 WIL+2 REF+1 TEC+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*.

### 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*.

### 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*.

### Lodge of the Artists (30#249)

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

**Attributes** – STR+2 CON+1 BOD+1 MOV+1 TEM+2 WIL+1 TEC+1 AWA+1

**Skills** – Academia +2, Empathy +3, Observe +2, Persuasion +1, Seduction +2, Trading +1, Arts (undefined) +3, Lore (undefined) +2, Performance (undefined) +2.

**Benefices/Afflictions** – *none*.

**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

### 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*.

### 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*.

### Aylon Spawn (10#122) [ukari]

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

**Attributes** — CON+1 REF+1 TEC+2 AWA+1

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

**Benefices/Afflictions** — *none*.

**Blessings/Curses** — *none*.

### Verona Ukari (10#199) [Verona]

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

**Attributes** — BOD+1 MOV+1 WIL+1 TEC+1

**Skills** — Impress +1, Melee +1, Occult Arts +1, Linguistics (Rital) +1, Linguistics (Ukari) +1.

**Benefices/Afflictions** — *none*.

**Blessings/Curses** — *none*.

## Apprenticeship

### 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*.

### 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*.

### 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*.

### 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 Scout (20#146) [vorox]

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

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

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

**Benefices/Afflictions** — *none*.

**Blessings/Curses** — *none*.

### Vorox Escort (20#147) [vorox]

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

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

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

**Benefices/Afflictions** — *none*.

**Blessings/Curses** — *none*.

## Early Career

### 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*.

### 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*.

### 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) [lukari]

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

### 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.

### 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 & 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.

### Custom Worldly Benefits (50#273)

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

**Attributes** – none.

**Skills** – none.

**Benefices/Afflictions** – none.

**Blessings/Curses** – none.

## Tour of Duty

### Cybernetics Tweaked (40#26)

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

**Attributes** – none.

**Skills** – none.

**Benefices/Afflictions** – Medium Cyber Package +20.

**Blessings/Curses** – none.

### Native Psychic (40#25)

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

**Attributes** – TEM+1

**Skills** – Occult Arts +2.

**Benefices/Afflictions** – Occult Mastery 1 +6.

**Blessings/Curses** – none.

### Native Theurge (40#44)

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

**Attributes** – TEM+1

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

**Benefices/Afflictions** – Occult Mastery 1 +6.

**Blessings/Curses** – none.

### 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.

### 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.

### 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.

### Noble Confessor (40#197)

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

**Attributes** – TEM+1 AWA+1

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

**Benefices/Afflictions** – none.

**Blessings/Curses** – none.

## 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*.

## 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*.

## 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*.

## Lodge of the Physicians (40#252)

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

**Attributes** — WIL+1 REF+1

**Skills** — Alchemy +1, Cybernetics +2, Empathy +1, Remedy +2, Surgery +2, Science (Biology) +2, Science (Cybernetics) +2, Science (Physika) +2.

**Benefices/Afflictions** — *none*.

**Blessings/Curses** — *none*.

## Security Enforcer (40#143)

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

**Attributes** — WIL+1 REF+1 AWA+1

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

**Benefices/Afflictions** — *none*.

**Blessings/Curses** — *none*.

## Kalinthi Envoy (40#149) [kalinthi]

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

**Attributes** — TEM+1 WIL+1

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

**Benefices/Afflictions** — *none*.

**Blessings/Curses** — *none*.

## Full Free Customization (40#145)

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

**Attributes** —

**Skills** — *none*.

**Benefices/Afflictions** — *none*.

**Blessings/Curses** — *none*.

## 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*.

## Freelance Scientist (40#269)

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

**Attributes** — INT+1 TEC+1

**Skills** — Bureaucracy +2, Observe +2, Lore (undefined) +3, Lore (undefined) +2, Science (primary speciality) +3, Science (secondary speciality) +2.

**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*.

## 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*.

## 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*.

## Academia Interrata Freshman (40#253)

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

**Attributes** — INT+1 TEC+1

**Skills** — Navigation +3, Sensors +2, Think Machine +1, Linguistics (Urthtech) +1, Lore (Jumpweb) +2, Driving (undefined) +1, Lore (undefined) +1, Redemption (undefined) +1, Science (primary speciality) +2, Science (secondary speciality) +0.

**Benefices/Afflictions** — *none*.

**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*.

## 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*.

## 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*.

## 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.

## 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*.

## 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*.

## 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*.

## 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*.

## 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*.

## 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*.

## 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*.

## 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*.

## 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 Erdgeist) +1, Linguistics (Vuldrok) +1, Lore (Hargard System) +2.

**Benefices/Afflictions** – Well-Traveled +3.

**Blessings/Curses** – *none*.

## Icon Veteran (5019) (40#247)

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

**Attributes** – BOD+1 WIL+1

**Skills** – Cryptography +2, Demolition +2, Gunnery +2, Observe +2, Spycraft +2, Survival +2, Driving (Celestial Sailing) +2.

**Benefices/Afflictions** – *none*.

**Blessings/Curses** – *none*.

## Clockmaker (40#248) [High College of Clockworking]

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

**Attributes** – TEC+1 AWA+1

**Skills** – Cybernetics +2, Observe +2, Arts (Sculpture) +4, Redemption (Clockworking) +2, Science (Clockworking) +2, Science (Cybernetics) +2.

**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, Lore (Stigmata System) +2, Lore (Symbiots) +1.

**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*.

### 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*.

### 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*.

### 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*.

### Errant Knight (40#133) [Nobility]

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

**Attributes** – MOV+1 WIL+1

**Skills** – Academia +1, Athletics +1, Athletics +2, 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 (Ur Ukar) +1.

**Benefices/Afflictions** – *none*.

**Blessings/Curses** – *none*.

### League Enforcer (40#251)

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

**Attributes** – STR+1 BOD+1

**Skills** – Etiquette +1, Fight +2, Melee +1, Observe +1, Remedy +1, Security +2.

**Benefices/Afflictions** – Martial Arts (Base) +6.

**Blessings/Curses** – *none*.

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