

Dramatis Personae

FICS Rules

Release Date: *Dec. 10, 2022, 10:26 a.m.*

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 Ukar Breed

Ur Ukar (Ur Ukar)

Standard Kordeth Ukar

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	SOC	x
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 Voavenlohjun*
- *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 *

Common 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: 0cdcf7b0-35a9-3173-8312-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

Root Skill

Group: Social

Specialities:

- *nursing*

UUID: d616aa70-266e-3a90-8aec-9825b741bc2d

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 subtility provided by the language.

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

- Rank 6 and higher: for language enthousiasts and dillettantes.

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*
- *Hawkwod 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*
- *Kalinthi*: Occult investigators of the Church, the Red Priests of the Kalinthi 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-b2f2-6fcac87bdff5

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

Manifest Light Stick Training [3]

Category: Combat

Description:

+3 melee manoeuvres with Manifest light Bo Stick

FS2CRB [#1686]

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 Worlдер [-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]

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]

Commission [7]

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

FS2CRB [#1501]

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]

Wyrd Tabernacle [10]

Category: Possessions
 FS2CRB [#1614]

Wyrd 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]

Infamous Family [-1]

Category: Background

FS2CRB [#1530]

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]

Article of Faith [4]

Category: Possessions
FS2CRB [#1465]

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*.

Grimson (0#152) [Changed]

Source: FICS, Attributes Points: 48, Options Points: 16 Value: **+160**.

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.

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.

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, Lore (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*.

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, Security +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.

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.

Nobility Lifepath

Upbringing

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.

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.

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 Hawkwood (10#28) [Hawkwood]

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

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

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

Benefices/Afflictions — *none*.

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

Landless Hazat (10#35) [Hazat]

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

Attributes — CON+1 BOD+1 WIL+1 AWA+2

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

Benefices/Afflictions — *none*.

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

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, Persuasion +2, Politics +1, Seduction +1.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

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.

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.

Landless Decados (10#6) [Decados]

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

Attributes – WIL+1 REF+2 AWA+2

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

Benefices/Afflictions – *none*.

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

High Court Hawkwood (10#1) [Hawkwood]

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

Attributes – STR+1 INT+1 PRE+2 REF+1

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

Benefices/Afflictions – *none*.

Blessings/Curses – Pridful -2, Unyielding +2.

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

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

Attributes – INT+1 PRE+1 WIL+2 REF+1

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

Benefices/Afflictions – *none*.

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

Rural Estate 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.

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*.

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*.

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, Persuasion +1, Arts (Sculpture) +1, Performance (Dancing) +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, Persuasion +1, Lore (undefined) +1.

Benefices/Afflictions – *none*.

Blessings/Curses – *none*.

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

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

Attributes – STR+1 BOD+1 REF+1 AGI+1

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

Benefices/Afflictions – *none*.

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

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*.

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*.

Grail Masseri (10#200) [Minor House]

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

Attributes – STR+1 WIL+2 TEC+1

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

Benefices/Afflictions – *none*.

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

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

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

Attributes – INT+1 TEM+1 WIL+1 TEC+1

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

Benefices/Afflictions – *none*.

Blessings/Curses – *none*.

Apprenticeship

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, Persuasion +1, Seduction +2, Stealth +1, Arts (undefined) +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.

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 Starman (20#14) [Nobility]

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

Attributes – INT+2 PRE+1 REF+1 AWA+1

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

Benefices/Afflictions – none.

Blessings/Curses – none.

Leisure Dandy (20#11) [Nobility]

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

Attributes – INT+2 TEM+1 REF+1 AWA+1

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

Benefices/Afflictions – none.

Blessings/Curses – none.

Defrocked Noble (20#139) [Minor House]

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

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

Skills – Beastcraft +1, Bureaucracy +1, Dodge +1, Empathy +1, Etiquette +1, Forgery +1, Gambling +1, Knavery +2, Seduction +1.

Benefices/Afflictions – none.

Blessings/Curses – none.

Early Career

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.

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.

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.

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, Persuasion +4, Seduction +2, Stealth +1, Linguistics (Urthish) +1, Arts (undefined) +1, Lore (undefined) +1.

Benefices/Afflictions – Nobility +3.

Blessings/Curses – none.

Defrocked Noble (30#140) [Minor House]

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

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

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

Benefices/Afflictions – Householder +1.

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, Persuasion +1, Politics +2, Driving (undefined) +2, Lore (undefined) +1.

Benefices/Afflictions – Oath of Fealty -2, Rise Rank by 1 +2.

Blessings/Curses – none.

Freefolk Lifepath

Upbringing

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.

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.

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

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

Attributes – PRE+1

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

Benefices/Afflictions – *none*.

Blessings/Curses – *none*.

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

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

Attributes – PRE+1

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

Benefices/Afflictions – *none*.

Blessings/Curses – *none*.

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, Lore (undefined) +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*.

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, Bureaucracy +1, Etiquette +1, Knavery +1, Seduction +1, Stoic Body +1, Linguistics (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, Lore (undefined) +1.

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

Blessings/Curses – *none*.

Sihid Desert Nomad (10#255) [Istakhr]

Source: FICS, Attributes Points: 4, Options Points: 8 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) +2.

Benefices/Afflictions – *none*.

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

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.

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 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 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, Persuasion +1, Remedy +1, Seduction +1, Surgery +1, Teaching +1, Dogma (Church of the Celestial Sun) +2, Lore (undefined) +1.

Benefices/Afflictions – *none*.

Blessings/Curses – Austere -2, Pious +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, Lore (undefined) +1.

Benefices/Afflictions – *none*.

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

Sanctuary Aeon Cathedral (20#59) [Amalthean]

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

Attributes – TEM+1 WIL+1 REF+2 TEC+1

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

Benefices/Afflictions – *none*.

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

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*.

Temple Avesti Parish (20#124) [Avestite]

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

Attributes – CON+1 TEM+2 AWA+2

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

Benefices/Afflictions – *none*.

Blessings/Curses – *none*.

Eskatonic Order 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 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.

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, Persuasion +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.

Early Career

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, Persuasion +2, Remedy +1, Riding +1, Seduction +3, Streetwise +1, Surgery +1, Dogma (Church of the Celestial Sun) +1.

Benefices/Afflictions – Ordained +3.

Blessings/Curses – *none*.

Healer (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, Persuasion +1, Remedy +3, Seduction +2, Surgery +3, Redemption (Tinkering) +1, Lore (undefined) +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, Persuasion +3, Seduction +1, Surgery +1, Dogma (Church of the Celestial Sun) +1, Linguistics (Latin) +2.

Benefices/Afflictions – Ordained +3.

Blessings/Curses – *none*.

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

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

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

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

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

Blessings/Curses – *none*.

Inquisitor (30#73) [Church]

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

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

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

Benefices/Afflictions – Ordained +3.

Blessings/Curses – *none*.

Monk (30#70) [Church]

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

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

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

Benefices/Afflictions – Ordained +3.

Blessings/Curses – *none*.

Manifest Light Monk (30#278) [Manifest Light]

Source: FICS, Attributes Points: 9, Options Points: 21 Value: **+48**.

Attributes – STR+1 CON+1 BOD+1 MOV+1 INT+1 TEM+1 WIL+1 REF+2

Skills – Dodge +2, Empathy +1, Focus +1, Inquiry +1, Melee +3, Observe +1, Remedy +1, Shoot +1, Stoic Body +1, Stoic Mind +1, Surgery +1, Lore (undefined) +1.

Benefices/Afflictions – Manifest Light Stick Training +3, Ordained +3.

Blessings/Curses – *none*.

Guild Lifepath

Upbringing

Apprenticeship

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.

Academy Charioteers (20#75) [Charioteer]

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

Attributes – INT+1 PRE+2 REF+2

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

Benefices/Afflictions – *none*.

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

Guildhall 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.

Street Scravers (20#87) [Scravers]

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

Attributes – STR+1 MOV+1 AGI+1 AWA+2

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

Benefices/Afflictions – *none*.

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

Guildhall Charioteers (20#129) [Charioteer]

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

Attributes – INT+1 PRE+2 REF+2

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

Benefices/Afflictions – *none*.

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

Street Muster (20#88) [Muster]

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

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

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

Benefices/Afflictions – *none*.

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

Academy 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.

Academy Engineers (20#76) [Engineer]

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

Attributes – INT+1 REF+1 TEC+3

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

Benefices/Afflictions – *none*.

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

Street Engineer (20#86) [Engineer]

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

Attributes – INT+1 REF+2 TEC+2

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

Benefices/Afflictions – *none*.

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

Academy 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, Persuasion +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, Persuasion +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.

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, Persuasion +1, Linguistics (Latin) +2.

Benefices/Afflictions – *none*.

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

Early Career

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*.

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*.

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*.

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 Money Lender (30#91) [Guild]

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

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

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

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

Blessings/Curses – *none*.

Market Merchant (30#90) [Guild]

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

Attributes – CON+1 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*.

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, Persuasion +1, Seduction +1, Think Machine +1, Linguistics (Urthish) +1, Lore (undefined) +2, Science (undefined) +3.

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*.

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*.

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 – Disguise +1, Dodge +1, Forgery +1, Inquiry +2, Melee +1, Security +2, Spycraft +3, Streetwise +1, Think Machine +2, Lore (undefined) +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 +2, Sensors +1, Shoot +2, 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*.

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*.

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*.

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*.

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 — Demolition +2, Disguise +2, Dodge +1, Politics +2, Security +2.

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

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*.

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, Persuasion +1, Seduction +2, Stoic Mind +1, Lore (undefined) +1.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

Vorox Commando (20#136) [vorox]

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

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

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

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

Vorox 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 +2, Shadowing +2, Stealth +2.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

Vorox Escort (20#147) [vorox]

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

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

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

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

Early Career

Vhem Saahen Herald (30#107) [obuni]

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

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

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

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

Blessings/Curses — *none*.

Clan Chieftain (30#112) [ukari]

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

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

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

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

Clan Warrior (30#113) [ukari]

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

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

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

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

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

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

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

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

Benefices/Afflictions — Ordained +3.

Blessings/Curses — *none*.

Vooavenlohjun Priest (30#202) [obuni]

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

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

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

Benefices/Afflictions — Occult Mastery 1 +6.

Blessings/Curses — *none*.

Bava! Agent (30#114) [ukari]

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

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

Skills — Athletics +1, Demolition +1, Disguise +1, Empathy +1, Forgery +1, Impress +1, Knavery +1, Observe +1, Persuasion +1, Security +3, Sensors +1, Shadowing +2, Streetwise +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 & 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*.

Friends (50#21)

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

Attributes — *none*.

Skills — *none*.

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

Blessings/Curses — *none*.

Promotion & Friends (50#22)

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

Attributes — *none*.

Skills — *none*.

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

Blessings/Curses — *none*.

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

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*.

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*.

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*.

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*.

Questing Knight (40#23) [Nobility]

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

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

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

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

Native Psychic (40#25)

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

Attributes — TEM+1

Skills — Occult Arts +2.

Benefices/Afflictions — Occult Mastery 1 +6.

Blessings/Curses — *none*.

Crimelord (40#201)

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

Attributes — PRE+1 AWA+1

Skills — Bureaucracy +2, Knavery +2, Leadership +2, Security +4, Lore (undefined) +4.

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

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, Persuasion +4, Politics +1, Dogma (undefined) +2, Lore (undefined) +2.

Benefices/Afflictions — *none*.

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*.

Full Free Customization (40#145)

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

Attributes —

Skills — *none*.

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*.

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*.

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*.

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 +4, Shadowing +1.

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 — Bureaucracy +1, Etiquette +2, Forgery +1, Knavery +3, Magna Carta +2, Persuasion +2, Linguistics (Latin) +1, Lore (undefined) +2.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

Live Performer (40#205) [Marketplace]

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

Attributes — PRE+2

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

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

Corporate Militia (40#207) [Zaibatsu]

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

Attributes — CON+1 BOD+1

Skills — Acrobatics +1, Bureaucracy +1, Cybernetics +1, Dodge +1, Forgery +2, Observe +2, Security +3, Think Machine +2, Driving (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*.

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 — Bureaucracy +2, Etiquette +1, Knavery +1, Leadership +1, Magna Carta +2, Persuasion +1, Driving (undefined) +1, Lore (undefined) +2, Redemption (undefined) +2, Science (undefined) +1.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

Diplomatic Mission (40#208)

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

Attributes — PRE+1 AWA+1

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

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*.

Banjaka Sadaroun (40#116) [ukari]

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

Attributes — PRE+1 WIL+1

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

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

Junkie in satin (40#213)

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

Attributes — TEM+1 AWA+1

Skills — Alchemy +2, Forgery +2, Knavery +3, Persuasion +1, Security +1, Shadowing +1, Sneak +2, Streetwise +1, Lore (undefined) +2.

Benefices/Afflictions — Addiction -1.

Blessings/Curses — *none*.

Corporate Executive (40#206) [Zaibatsu]

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

Attributes — INT+1 WIL+1

Skills — Academia +1, Bureaucracy +2, Focus +1, Knavery +2, Leadership +2, Politics +1, Security +1, Think Machine +1, Trading +1, Lore (undefined) +2.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

Caliphate Wars Veteran (5011) (40#40)

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

Attributes — MOV+1 WIL+1

Skills — Cybernetics +1, Demolition +1, Dodge +1, Gambling +1, Knavery +2, 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.

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, Lore (undefined) +2.

Benefices/Afflictions — Retinue +3.

Blessings/Curses — *none*.

Military Officer (40#209)

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

Attributes — BOD+1 TEM+1

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

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

Star Nations Veteran (5007) (40#43)

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

Attributes — INT+1 WIL+1 AWA+1

Skills — Navigation +1, Observe +1, Sensors +1, Think Machine +1, Dogma (Vuldruk Erdgheist) +1, Linguistics (Vuldruk) +1, Lore (Hargard System) +2.

Benefices/Afflictions — Well-Traveled +3.

Blessings/Curses — *none*.

Traveller (40#211)

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

Attributes — CON+1 MOV+1

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

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*.

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*.

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*.

Pilgrim Escort (40#131) [Church]

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

Attributes — BOD+1 MOV+1

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

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*.

Icon Veteran (5019) (40#247)

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

Attributes — BOD+1 WIL+1

Skills — Demolition +2, Gunnery +2, Observe +2, Security +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*.

Street Cartel Thug (40#48) [Marketplace]

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

Attributes — STR+1 BOD+1 AWA+1

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

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

Imperial Cadet (40#47) [Royale House]

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

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

Skills — Etiquette +2.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

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*.

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*.

Anikrunta Taudwyran (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, Persuasion +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*.

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*.

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*.

Dramatis PersonaeFICS Rules

Species/Races

Ascorbite (Ascorbite)

Etyri (Huar'raughq)

Gannok (Gannok)

Hironem (Sibanzi)

Oro'ym (Oro'ym)

1

2

2

2

2

2

2

Shantor (Shantor)	2	Seduction	7
Ur Obun (Ur Obun)	2	Sensors	7
Urthish (Teutonic)	2	Shadowing	7
Urthish (Enquist)	2	Shoot	7
Urthish (Kaanic)	2	Sneak	7
Urthish (Mendere)	2	Spycraft	7
Urthish (Protoenquist)	2	Stealth	7
Urthish (Sebacean)	2	Stoic Body	7
Urthish (Mangalore)	2	Stoic Mind	7
Urthish (Protokaanic)	2	Streetwise	7
Urthish (Romanovish)	2	Surgery	7
Urthish (Urthish)	2	Surveillance	7
Urthish (Castillan)	2	Survival	7
Ur Ukar (Mo'jun)	2	Teaching	7
Ur Ukar (Ur Ukar)	2	Think Machine	7
Vorox (Feral)	2	Trading	7
Vorox (Civilized)	2	Warfare	7
Skills Summary	2	Xenology *	7
Skills	3	Benefices/Afflictions	7
Academia	3	Manifest Light Stick Training [3]	7
Acrobatics	3	Commission [9]	7
Acting	3	Commission [11]	7
Alchemy	3	Nobility [1]	7
Arts *	3	Nobility [2]	8
Athletics	3	Nobility [3]	8
Beastcraft	3	Nobility [4]	8
Bribery	3	Nobility [6]	8
Bureaucracy	3	Nobility [8]	8
Cryptography	3	Nobility [7]	8
Cybernetics	3	Nobility [11]	8
Demolition	3	Nobility [10]	8
Disguise	3	Nobility [12]	8
Dodge	3	Nobility [13]	8
Dogma *	3	Nobility [15]	8
Driving *	4	Ordained [11]	8
Empathy	4	Ordained [9]	8
Etiquette	4	Ordained [7]	8
Fight	4	Gossip Network [4]	8
Focus	4	Gossip Network [1]	8
Forgery	4	Assets [11]	8
Gambling	4	Assets [10]	8
Gunnery	4	Assets [9]	9
Heavy Weapons	4	Assets [8]	9
Householding *	4	Assets [6]	9
Impress	4	Assets [5]	9
Inquiry	4	Assets [4]	9
Interrogation	4	Assets [2]	9
Knavery	4	Assets [1]	9
Leadership	4	Cash [11]	9
Linguistics *	4	Cash [9]	9
Local Expert *	5	Cash [8]	9
Lore *	5	Cash [7]	9
Magna Carta	6	Cash [2]	9
Melee	6	Cash [6]	9
Navigation	6	Cash [4]	9
Observe	6	Cash [3]	9
Occult Arts	6	Addiction [-2]	9
Oratory	6	Addiction [-4]	9
Performance *	6	Alien Upbringing [2]	9
Persuasion	6	Cloistered [-1]	9
Politics	6	Dark Secret [-2]	10
Redemption *	6	Dark Secret [-3]	10
Remedy	6	Heir [3]	10
Riding	6	Lost Worlder [-1]	10
Science *	6	Oath of Fealty [-1]	10
Search	7	Oath of Fealty [-2]	10
Security	7	Obligation [-1]	10

Obligation [-2]	10	Bastard [-1]	12
Obligation [-3]	10	Black sheep [-3]	12
Ally [11]	10	Imperial Charter [4]	12
Ally [9]	10	Professional Contract [7]	12
Ally [8]	10	Professional Contract [3]	12
Ally [7]	10	Martial Arts (Base) [6]	12
Ally [5]	10	Martial Arts (Enhanced) [10]	12
Ally [4]	10	Martial Arts (Advanced) [15]	12
Ally [3]	10	Martial Arts (Master) [21]	12
Ally [1]	10	Vorox Free Balance [0]	12
Contact [1]	10	Free Benefice (6) [6]	12
Family Ties [3]	10	Indebted [-2]	13
Advisor [5]	10	Assets [7]	13
Article of Faith [6]	10	Assets [3]	13
Article of Faith [5]	10	Cash [10]	13
Article of Faith [3]	10	Cash [1]	13
Article of Faith [2]	10	Cash [5]	13
Article of Faith [1]	10	Gossip Network [2]	13
Flux sword [11]	10	Light Cyber Package [10]	13
Indebted [-3]	10	Adept Robes [20]	13
Indebted [-4]	10	Commission [7]	13
Indebted [-5]	10	Superior Mantok Technique [4]	13
Indebted [-7]	10	Protection [3]	13
Jumpkey [2]	10	Retinue [4]	13
Mist sword [13]	10	Retinue [3]	13
Barbarian [-2]	11	Retinue [2]	13
Black sheep [-1]	11	Retinue [1]	13
Black sheep [-2]	11	Vendetta [-1]	13
Branded [-1]	11	Vendetta [-2]	13
Cohort Badge [3]	11	Vendetta [-4]	13
Escaped Serf [-2]	11	No Occult [-2]	13
Escaped Slave [-3]	11	Big Cyber Package [40]	13
Excommunicated [-3]	11	Medium Cyber Package [20]	13
Fallen from Grace [-1]	11	Ostracism (Mild) [-2]	13
Fallen from Grace [-2]	11	Passage Contract [8]	14
Fallen from Grace [-3]	11	Passage Contract [6]	14
Householder [1]	11	Passage Contract [4]	14
Commission [5]	11	Passage Contract [2]	14
Ordained [3]	11	Refuge [10]	14
Ordained [5]	11	Refuge [8]	14
Rise Rank By 8 [16]	11	Refuge [6]	14
Rise Rank By 5 [10]	11	Refuge [2]	14
Rise Rank by 1 [2]	11	Saint's Lore [8]	14
Rise Rank By 6 [12]	11	Vestments [1]	14
Rise Rank By 2 [4]	11	Wireblade [12]	14
Gossip Network [3]	11	Wyrd Tabernacle [12]	14
Wyrd Tabernacle [2]	11	Wyrd Tabernacle [10]	14
Wyrd Tabernacle [4]	11	Wyrd Tabernacle [8]	14
Orphan [-1]	11	Outlaw [-1]	14
Secrets [4]	11	Outlaw [-2]	14
Secrets [3]	11	Outlaw [-3]	14
Secrets [2]	11	Outlaw [-4]	14
Secrets [1]	12	Professional Contract [10]	14
Stigma [-2]	12	Professional Contract [9]	14
Stigma [-3]	12	Professional Contract [8]	14
Stigma [-4]	12	Professional Contract [6]	14
Vow of Poverty [-2]	12	Professional Contract [5]	14
Vow of Silence [-3]	12	Professional Contract [4]	14
Well-Traveled [3]	12	Professional Contract [2]	14
Basic Mantok [6]	12	Professional Contract [1]	14
Indebted [-6]	12	Bite [2]	14
Neural Disrupter [10]	12	Extra Limbs [4]	14
Passage Contract [10]	12	Commission [3]	15
Psi Cloak [10]	12	Commission [13]	15
Refuge [4]	12	Nobility [5]	15
Wyrd Tabernacle [14]	12	Nobility [9]	15
Wyrd Tabernacle [6]	12	Nobility [14]	15

Ordained [13]	15	Gracious [2]	18
Rise Rank By 7 [14]	15	Just [2]	18
Rise Rank By 4 [8]	15	Loyal [2]	18
Rise Rank By 3 [6]	15	Pious [2]	18
Kurgan Combat Basics [10]	15	Shrewd [2]	18
Addiction [-1]	15	Suspicious [2]	18
Addiction [-3]	15	Unyielding [2]	18
Dark Secret [-1]	15	Argumentative [-2]	18
Infamous Family [-1]	15	Bluster [-2]	18
Oath of Fealty [-3]	15	Brainwashed [-2]	18
Secrets [5]	15	Clueless [-2]	18
Stigma [-1]	15	Condescending [-2]	18
Vow of Celibacy [-1]	15	Delusional [-2]	18
Well-Traveled [5]	15	Disrespectful [-2]	18
Fencing Actions (Bronze sword) [6]	15	Greedy [-2]	18
Fencing Actions (Crimson sword) [28]	15	Guilty [-2]	18
Fencing Actions (Lead sword) [3]	15	Gullible [-2]	18
Fencing Actions (Platinum sword) [21]	15	Haughty [-2]	18
Fencing Gold to Platinum [6]	16	Impetuous [-2]	18
Fencing Silver To Gold [5]	16	Righteous [-2]	18
Ally [10]	16	Mammon [-2]	18
Ally [6]	16	Phobic [-2]	18
Ally [2]	16	Possessive [-2]	18
Dependent [-1]	16	Prideful [-2]	18
Vendetta [-3]	16	Secretive [-2]	18
Free Benefice [2]	16	Subtle [-2]	18
Free Benefice (3) [3]	16	Surly [-2]	18
Free Benefice (4) [4]	16	Uncouth [-2]	19
Free Benefice (5) [5]	16	Vain [-2]	19
Ka Ran Warrior [3]	16	Vengeful [-2]	19
Article of Faith [4]	16	Bad Heart [-2]	19
Fencing Actions (Silver sword) [10]	16	Bad Liver [-2]	19
Graa Fighting [6]	16	Bad lungs [-1]	19
Vorox Gun Manoeuvres [10]	16	Horrible Scar or burn [-2]	19
Vorox Staredown Ritual [4]	16	Casanova [2]	19
Enemy [-3]	16	Compass [2]	19
Reputation (Mild) [2]	16	Disciplined [2]	19
Chapter Occult Attunement [3]	16	Bold [2]	19
Occult Mastery 5 [9]	16	Innovative [2]	19
Reputation (Solid) [4]	16	Nosy [-2]	19
Free Benefice [1]	16	Unnerving [-2]	19
Paramours [9]	16	Handsome [1]	19
Freelancer Investment [2]	17	Sensitive Touch [2]	19
Occult Mastery 1 [6]	17	Bitter [-2]	19
Occult Mastery 2 [9]	17	Predatory [0]	19
Occult Mastery 3 [13]	17	Giant [2]	19
Occult Mastery 4 [8]	17	Sensistive Smell [2]	19
Enemy [-1]	17	Austere [-2]	19
Reputation (Soft) [1]	17	The Man [2]	19
Enemy [-2]	17	Lucky at cards [2]	20
Urthish Free Balance [0]	17	Mute [-2]	20
Ur Ukar Free Balance [0]	17	Thrifty [2]	20
Gear [6]	17	Short [-3]	20
Gear [5]	17	Perceptive Touch [1]	20
Gear [4]	17	Agile Toes [1]	20
Gear [3]	17	Grease Monkey [2]	20
Gear [2]	17	Immunity [2]	20
Gear [1]	17	Long Fingers & Toes [1]	20
Fencing Actions (Gold sword) [15]	17	Omnidigestion [2]	20
Blessings/Curses	17	Prehensile Tail [2]	20
Curious [2]	17	Regeneration [5]	20
Beautiful [2]	18	Alien Nature [-3]	20
Angelic [3]	18	Dwarf [-5]	20
Homely [-1]	18	Voracious [-1]	20
Ugly [-2]	18	Stench [-2]	20
Monstrous [-3]	18	Etyri Claws [2]	20
Compassionate [2]	18	Etyri Beak [1]	20

Flight [5]	20
Keen Eyes [3]	20
Etyri Beak [1]	21
Claustrophobia [2]	21
Hollow Bones [-6]	21
Tall [3]	21
Rebellious [-3]	21
Callous [-2]	21
War Trauma [-2]	21
Self-conscious [-2]	21
Bad Ass [2]	21
Overconfident [-2]	21
Coward [-2]	21
Vorox Staredown Ritual [4]	21
Lifepaths	21
Racial Lifepath (Birthrights)	21
Vau (0#227)	21
Etyri (0#223)	21
Gannok (0#225)	21
Kurgan (0#159)	21
Grimson (0#152) [Changed]	21
Ur Ukar (0#45) [ukari]	21
Urthish (0#41)	22
Vuldrok (0#160)	22
Vorox (0#118) [vorox]	22
Ur Obun (0#46)	22
Nobility Lifepath	22
Upbringing	22
High Court Decados (10#2) [Decados]	22
Rural Estate al-Malik (10#34) [al-Malik]	22
Rural Estate Hazat (10#32) [Hazat]	22
Landless Li Halan (10#36) [Li Halan]	22
Rural Estate Decados (10#4) [Decados]	22
Landless Hawkwood (10#28) [Hawkwood]	22
Landless Hazat (10#35) [Hazat]	22
Rural Estate Hawkwood (10#3) [Hawkwood]	22
Landless al-Malik (10#37) [al-Malik]	22
Outerbelt Torenson (10#259) [Minor House]	22
Rural Estate Li Halan (10#33) [Li Halan]	22
High Court Hazat (10#29) [Hazat]	22
High Court Li Halan (10#30) [Li Halan]	22
Landless Decados (10#6) [Decados]	23
High Court Hawkwood (10#1) [Hawkwood]	23
High Court al-Malik (10#31) [al-Malik]	23
Rural Estate Justinian (10#5) [Minor House]	23
Outerbelt Juandaastas (10#153) [Minor House]	23
Acadia D'Rouge-Glace (10#38) [Minor House]	23
Northerner D'Rouge-Glace (10#155) [Minor House]	23
Xanthippe Sisterhood Adept (10#158) [Minor House]	23
Exiled Alecto (10#154) [Minor House]	23
Roaming Van Gelder (10#39) [Minor House]	23
Nouvelle Vague Justinian (10#260) [Minor House]	23
Verona City Masseri (10#198) [Verona]	23
Verona Country Masseri (10#196) [Verona]	23
Vengeful Masseri (10#156) [Minor House]	23
Grail Masseri (10#200) [Minor House]	23
Keddah of Grail (10#157) [Minor House]	23
Apprenticeship	23
Diplomacy Intrigue (20#9) [Nobility]	23
Military Soldier (20#7) [Nobility]	24
Study (20#12) [Nobility]	24
Leisure Duelist (20#10) [Nobility]	24
Military Starman (20#14) [Nobility]	24
Leisure Dandy (20#11) [Nobility]	24
Defrocked Noble (20#139) [Minor House]	24
Early Career	24
Questing (30#17) [Nobility]	24

Military Command Soldier (30#13) [Nobility]	24
Military Command Starman (30#8) [Nobility]	24
Court Duelist (30#15) [Nobility]	24
Court Ambassador (30#16) [Nobility]	24
Defrocked Noble (30#140) [Minor House]	24
Landlord (30#268)	24
Freefolk Lifepath	24
Upbringing	24
Poor Class (10#54) [Church or Guild]	24
City (10#49) [Church or Guild]	24
Average Class (10#53) [Church or Guild]	24
Wealthy Class (10#52) [Church or Guild]	25
Country (10#51) [Church or Guild]	25
Town (10#50) [Church or Guild]	25
Samarkand Citizen (10#250) [Istakhr]	25
Serfdom (10#123) [Church or Guild]	25
Sihid Desert Nomad (10#255) [Istakhr]	25
Apprenticeship	25
Early Career	25
Church Lifepath	25
Upbringing	25
Brother Battle Rookie (10#55) [Brother Battle]	25
Apprenticeship	25
Eskatonic Order Cathedral (20#57) [Eskatonic]	25
Temple Avesti Cathedral (20#58) [Avestite]	25
Eskatonic Order Parish (20#61) [Eskatonic]	25
Orthodox Parish (20#60) [Orthodox]	25
Sanctuary Aeon Parish (20#63) [Amalthean]	25
Sanctuary Aeon Cathedral (20#59) [Amalthean]	25
Brother Battle Trainee (20#68) [Brother Battle]	25
Temple Avesti Parish (20#124) [Avestite]	25
Eskatonic Order Monastery (20#65) [Eskatonic]	25
Sanctuary Aeon Monastery (20#67) [Amalthean]	26
Temple Avesti Monastery (20#125) [Avestite]	26
Orthodox Monastery (20#64) [Orthodox]	26
Orthodox Cathedral (20#56) [Orthodox]	26
Early Career	26
Missionary (30#71) [Church]	26
Healer (30#72) [Church]	26
Preacher (30#69) [Church]	26
Brother Battle Monk (30#74) [Brother Battle]	26
Inquisitor (30#73) [Church]	26
Monk (30#70) [Church]	26
Manifest Light Monk (30#278) [Manifest Light]	26
Guild Lifepath	26
Upbringing	26
Apprenticeship	26
Guildhall Engineer (20#81) [Engineer]	26
Academy Charioteers (20#75) [Charioteer]	26
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Mercenary Combat Engineer (30#96) [Guild]	27	Banjaka Sadaroun (40#116) [ukari]	31
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Starship Pilot (30#92) [Guild]	28	Fief Holder (40#132) [Nobility]	31
Starship Engineer (30#93) [Guild]	28	Military Officer (40#209)	31
Spy (30#100) [Guild]	28	Star Nations Veteran (5007) (40#43)	31
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Kordeth Spawn (10#108) [ukari]	28	Pilgrim Escort (40#131) [Church]	32
Vorox Li Halan Cub (10#134) [vorox]	28	Dilletante (40#210)	32
Velisamil Ur Obun (10#101) [obuni]	28	Icon Veteran (5019) (40#247)	32
Aylon Spawn (10#122) [ukari]	28	Clockmaker (40#248) [High College of Clockworking]	32
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Voavenlohjun Abbot (20#106) [obuni]	28	Entrepreneur (40#130) [Marketplace]	32
Bava! Recruit (20#111) [ukari]	29	Anikrunta Taudwyan (40#117) [ukari]	32
Vhem Saahen Learner (20#104) [obuni]	29	League Enforcer (40#251)	32
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Vorox Commando (20#136) [vorox]	29	Errant Knight (40#133) [Nobility]	32
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