

Dramatis Personae References

Release Date: **Nov. 3, 2021, 2:11 a.m.** This automatically generated document shows the complete content of the database game content, for in game reference.

Skills

Academia

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

Acrobatics

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

Acting

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

Alchemy

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

Arts *

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

Arts (Cooking)

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

Arts (Holoovid)

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

Arts (Litterature)

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

Arts (Music)

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

Arts (Painting)

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

Arts (Poetry)

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

Arts (Rhetoric)

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

Arts (Sculpture)

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

Athletics

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

Beastcraft

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

Bribery

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

Bureaucracy

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

Cryptography

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

Cybernetics

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

Demolition

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

Disguise

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

Dodge

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

Dogma *

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

Dogma (Church of the Celestial Sun)

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

Dogma (Kurgan El-Diin)

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

Dogma (Manja)

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

Dogma (Obun Bintaru)

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

Dogma (Obun Voavenlohjun)

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

Dogma (Omega Gospels)

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

Dogma (Sathraism)

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

Dogma (Stellar Apocryphon)

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

Dogma (Symbiot Lifeweb)

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

Dogma (Ukar Banjak)

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

Dogma (Vuldrok Erdgheist)

Common Skill
 UUID: d2d69c03-6325-3f66-9eaf-c86ab65e50cf

Driving *

Common Skill
 Group: CON
 UUID: a10c8c72-a709-3265-8d66-fce32d90e484

Driving (Armored Vehicle)

Common Skill
 UUID: 32f4ab72-6290-353c-b8ba-4330f878fa72

Driving (Battle Mech)

Common Skill
 UUID: d18caae1-2b69-3a83-ad5e-062e2798a247

Driving (Celestial Sailing)

UUID: 3fff2bdd-7ba8-33d0-a609-12f4ea53ee4e

Driving (Construction Mech)

Common Skill
 UUID: 7fe1b006-d7d3-33a1-bd89-7cf8cdb4a2c8

Driving (Heavy Transport Vehicle)

Common Skill
 UUID: a313e6f1-51cb-33e5-b92f-f009c6ec863d

Driving (Hovertank)

Common Skill
 UUID: f89fbe3b-a57c-3ad2-a5d3-fe25887ead0f

Driving (Landcraft)

Common Skill
 UUID: 90052f90-264c-3db4-a709-7acfdb1d46f7

Driving (Railway)

Common Skill
 UUID: 90b2d3b2-c055-34a3-bf0b-a0dc89a8050d

Driving (Skimmer bike)

Common Skill
 UUID: 84a5a193-ec32-3540-a881-95adffd5e6d6

Driving (Skycraft Piloting)

UUID: 301acef3-bfb6-34e6-bbb7-1e76667869dc

Driving (Watercraft)

Common Skill
 UUID: 1e46f791-7768-3118-8475-c4def43f15f4

Empathy

Common Skill
 Group: AWA
 UUID: 0cdfc7b0-35a9-3173-8312-ad021dd18069

Etiquette

Common Skill
 Group: SOC
 UUID: f296c0bb-608c-3239-88d1-9882ee3b5c92

Fight

Common Skill
 Group: FIG
 UUID: 447a9b71-9e70-38dd-a481-731e5101c14d

Focus

Common Skill
 Group: BOD
 UUID: 36431246-8f11-39ce-b204-68903d3d4344

Forgery

Common Skill
 Group: PER
 UUID: 66d191b7-bcb3-3cc5-8354-d2380bebf722

Gambling

Common Skill
 Group: UND
 UUID: 896d250f-d045-3d80-8fad-bd6e1545db25

Gunnery

Group: FIG
 UUID: 365a2a95-8958-3845-9d0a-61950a9450dd

Heavy Weapons

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

Impress

Common Skill
 Group: UND
 UUID: c54b4dec-a0cd-33e4-8e31-cb70ab1c1863

Inquiry

Common Skill
 Group: AWA
 UUID: d8d73fb4-a986-37be-a626-f91d053fe069

Interrogation

Common Skill
 Group: SOC
 UUID: b283c8f1-c75e-35a3-ab16-66334b7d16b7

Knavery

Common Skill
 Group: UND
 UUID: 046fb503-74aa-331e-b750-a536c2ce9621

Leadership

Common Skill
 Group: SOC
 UUID: ccee4404-184c-33ef-8ac3-756b7739317e

Linguistics *

Common Skill
 Attributes: PRE, INT
 Group: SOC
 UUID: 7d9c1fcd-dae8-30b9-8c5d-de1514059e77

The knowledge of a vernacular, racial or foreign language.
 - Rank 1: a basic understanding of the language in its oral form.
 - Rank 2: the ability to read and basically write the language.
 - Rank 3: the ability to use the language with correct syntax and semantic.
 - Rank 4: the ability to read and write with most of the subtlety provided by the language.
 - Rank 5: the ability to produce and appreciate the richest idioms of the language.
 - Rank 6 and higher: for language enthusiasts and dilettantes.
 The root value stacks with each speciality value when a roll is needed.
 Only the speciality value counts for levels considerations.

Linguistics (Ba'amon carvings)

Common Skill
 UUID: 81526654-220b-38bd-ae19-ac49bfe44d37

Linguistics (Etyri)

Common Skill
 UUID: 190af32e-0bfb-3757-8332-8ceb42d3c7bc

The language of the birdmen from Grail

Linguistics (Franken)

Common Skill
 UUID: ffb23662-4679-3e61-97c2-974ce09cbd5f

Linguistics (Graceful Tongue)

Common Skill
 UUID: 5cb8c867-9161-3a2d-9bbf-490cc13c3a93

Linguistics (Imperial Battle Slang)

Common Skill
 UUID: b22b3612-3264-3ff7-9128-dd6001abb487

Linguistics (Kurgan)

Common Skill
 UUID: 27dbaa52-2a09-3575-b77a-3d257511f925

Linguistics (Latin)

Common Skill
 UUID: 37c0c4be-f0db-31cb-a015-40b2a3b7b094

Linguistics (Obuni)

Common Skill
 UUID: 75cf858e-da46-35fa-9328-d253fe7a9117

Linguistics (Rital)

Common Skill
 UUID: 6bbcdf7b-458c-3dec-b6b1-adda46895b36

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

Linguistics (Scravers' Cant)

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

Linguistics (Signs Language)

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

Linguistics (Tok tok)

UUID: 5152dce2-8618-318d-a54c-c58cbc5c5637

The gannoks' mother tongue

Linguistics (Ukari)

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

Linguistics (Urthish)

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

Linguistics (Urthtech)

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

Linguistics (Vorox)

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

Linguistics (Vuldrok)

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

Local Expert *

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

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

Local Expert (Acadia Province)

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

Local Expert (Avaneir)

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

Local Expert (Avaneir Recipes)

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

Local Expert (Avaneir Underground)

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

Local Expert (Curpertino)

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

Local Expert (Cybernetics Black Market)

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

Local Expert (Famous Authors)

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

Local Expert (Grail Pilgrims)

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

Local Expert (Hargard)

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

Local Expert (Imperial Dominion)

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

Local Expert (Miret)

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

Local Expert (Miret guilds)

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

Local Expert (New Odessa)

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

Local Expert (Outreach Spiritual Legacy)

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

Local Expert (Rampart Church)

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

Local Expert (Rampart Customs)

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

Local Expert (Rampart folk)

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

Local Expert (Rampart History)

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

Local Expert (Rampart Li Halan)

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

Local Expert (Rampart Market)

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

Local Expert (Rampart Nobility)

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

Local Expert (Rampart System)

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

Local Expert (Rampart Underworld)

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

Local Expert (Sangreal)

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

Local Expert (Sargasso Military Operations)

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

Local Expert (Sargasso Orbital Stations)

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

Local Expert (Sargasso Politics)

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

Local Expert (Stigmata)

UUID: bca2dec0-40fe-3790-bac1-94a7e89aaf5

Local Expert (Veneto Province)

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

Local Expert (Verona Province)

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

Lore *

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

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

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

Lore (Absolution System)

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

Lore (Al Fashir System)

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

Lore (Amena System)

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

Lore (Anti-Alexius Hawkwoods)

UUID: a437915e-e2cd-3c52-a905-e549d07fdcf

Lore (Antinomy)

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

Lore (Antioch System)

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

Lore (Anti-Republicans)

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

Lore (Apshai System)

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

Lore (Aragon System)

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

Lore (Archons)

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

Lore (Artemis System)

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

Lore (Aspiration System)

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

Lore (Auditors)

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

Lore (Automats)

UUID: 2b077a0f-27f5-314a-b988-7159d932c242

Lore (Aylon System)

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

Lore (Bannockburn System)

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

Lore (Bava! & UFM)

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

Lore (Beliah System)

Type: System
 UUID: c32c18e6-af77-37e6-b324-791adddbcd831

Lore (Bröselig System)

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

Lore (Byzantium Secundus System)

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

Lore (Cadavus System)

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

Lore (Cadiz System)

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

Lore (Charioteers Guild)

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

Lore (Chernobog System)

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

Lore (Clockworking)

Type: Clockworking
 UUID: ef46c0c0-918d-3b60-9456-3a18eefadda1

Lore (Collier’s Landing (Sargasso) System)

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

Lore (Criticorum System)

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

Lore (CyberEvolutionaries)

UUID: 1d541c56-4a2a-36ef-83c7-db28949ff1e

Lore (Daishan System)

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

Lore (Delphi System)

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

Lore (De Moley System)

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

Lore (Dervishes Coven)

UUID: d1alc8ae-0161-3f52-859d-b5ae8d1ee038

Lore (Egg System)

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

Lore (Einzig System)

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

Lore (Engineers Guild)

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

Lore (Epiphany System)

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

Lore (Eridol System)

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

Lore (Eskatonic Worldshapers)

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

Lore (Etyri)

Type: Race
 UUID: 5eac2771-dca8-3d9b-8b45-7392de7e438c

Lore (FAR)

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

Lore (Favyana Coven)

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

Lore (Finance)

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

Lore (Fingisvold System)

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

Lore (Frost System)

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

Lore (Gannok)

Type: Race
 UUID: 057090f0-7dd4-379a-b439-38251239019c

Lore (Gargoyles)

UUID: a8bb201a-1b51-3df2-b8bb-372359808069

Lore (Gizeh System)

Type: System
 UUID: bfb62378-0685-3b38-b3bb-a827a3bd273b

Lore (Grail System)

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

Lore (Gwynneth System)

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

Lore (Harbingers)

UUID: 63def6df-a64e-38ae-b34a-e3c604070345

Lore (Hargard System)

Type: System
 UUID: 9d522a4d-76f2-395c-b580-71ba40fe74c3

Lore (Hawkwod Rooks)

Common Skill
 UUID: 7213f3d7-4a09-306f-b3b8-f4f4b4827b28

Lore (Heaven’s Ridge System)

Type: System
 UUID: 03d85a80-9284-3806-9ff6-7115ec441499

Lore (Heresy)

Common Skill
 UUID: 60482dce-a34c-36b9-9e55-77630e85c5a5

Lore (Hidden Martyrs)

Common Skill
 UUID: 532150c5-2478-3ee5-9ee3-62a6d3363257

Lore (Hira System)

Type: System
 UUID: cbcf9bc8-3f8d-36b3-8ebd-f7e6b346d77e

Lore (Holy Terra System)

Common Skill
 Type: System
 UUID: 9184184f-387d-324b-9d55-d8af0151cdc2

Lore (House al-Malik)

Common Skill
 Type: House
 UUID: 36f304bc-f291-36d8-aff3-4f653d359043

Lore (House Decados)

Common Skill
 Type: House
 UUID: c017f984-0026-3596-8fd2-8211d1b5a5ea

Lore (House D'Rouge-Glace)

Common Skill
 Type: House
 UUID: ea72de9c-ba9a-3f93-9d7e-da5701a447e1

Lore (House Hawkwood)

Common Skill
 Type: House
 UUID: 0b3a7b01-bf66-3b0b-b1be-95c880a35470

Lore (House Hazat)

Common Skill
 Type: House
 UUID: e7ff791d-1007-3711-9bd2-8217ec026d7c

Lore (House Juandaastas)

Type: House
 UUID: c4c26e59-e3b6-3670-917f-54d7b558f470

Lore (House Justinian)

Type: House
 UUID: a0e760d1-fe4c-3cd4-acd2-7f237e76b56a

Lore (House Keddah)

Type: House
 UUID: e48e51ac-758d-3044-b801-82ad5b5555ac

Lore (House Li Halan)

Common Skill
 Type: House
 UUID: c2408b03-10b4-3615-8954-8596936f101c

Lore (House Masseri)

Type: House
 UUID: eb654b0d-6cb3-3e7c-9af4-628fe4676136

Lore (House Van Gelder)

Type: House
 UUID: 41d91f1d-372f-3aec-85fe-53f0737864e3

Lore (Icon System)

Common Skill
 Type: System
 UUID: d188f2a1-47f7-3ab1-a104-78903f5d20d1

Lore (Imperial Eye)

UUID: 53014cb7-95ae-3cff-9770-038234fe56a5

Lore (Imperial Politics)

Common Skill
 UUID: f61ce4ae-b0cc-3f50-94ec-4e5de79abbca

Lore (Invisible Path Coven)

UUID: 5fa894e0-5c9e-3ea1-ad24-51bdd262ae8c

Lore (Irem System)

Type: System
 UUID: c2c92b4c-15a1-3dea-a7f8-bbd14f408be7

Lore (Istakhr System)

Common Skill
 Type: System
 UUID: 1896d33e-6307-3d03-8185-8b02d12fbe21

Lore (Iver System)

Type: System
 UUID: 93b36272-3f62-3d51-a5f6-ca34eadd8742

Lore (Jakovian Agency)

Common Skill
 UUID: 2929e3df-abba-32eb-9eb9-79da91d34b9a

Lore (Jumpweb)

Common Skill
 UUID: da6886f3-48ce-364f-bafa-58a66e173776

Lore (Kalinthi)

Type: Sect
 UUID: ea58bf71-a7c9-3f00-9abc-bb2b03a1fdfa

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

Lore (Khayyam System)

Type: System
 UUID: 7ef5b1e9-072e-3330-9198-9a63fd0761b4

Lore (Khotan System)

Type: System
 UUID: 4ef3c07f-ad17-3cd9-a136-7ed4fa51595f

Lore (Killroys)

UUID: a5f5c5b0-6ef9-3522-acb8-4fc614a59f32

Lore (Kish System)

Common Skill
 Type: System
 UUID: f920523d-fbd7-3cc1-82ec-a089bb933235

Lore (Kordeth System)

Type: System
 UUID: 6f2f0a88-0501-3f54-b8d6-e9a1eba1c2f7

Lore (Kraxi Kadanqar)

UUID: 0679c8c7-8732-3fa8-86b1-fe69efc766cb

Lore (Kun Lun System)

Type: System
 UUID: 7165f82c-1f6b-3143-b0c7-0fbc630f9058

Lore (Kurga Caliphate)

UUID: 3a6a75fc-5e61-3ea6-9221-67284684c95e

Lore (Lamorak System)

Type: System
 UUID: 74bfc8c3-6d61-3d07-9550-9d27bcb73d44

Lore (Leagueheim System)

Common Skill
 Type: System
 UUID: 8908f94f-5838-3fcd-aef8-395745f092a2

Lore (Lemminkainen System)

Type: System
 UUID: 7c67589d-3f21-31b3-b43f-2e6e36fcb08c

Lore (Madoc System)

Common Skill
 Type: System
 UUID: fd037da8-a0de-392d-b842-74d1be2737e9

Lore (Malignatus System)

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

Lore (Mammonists)

Type: Dark Trades
 UUID: 8ff32921-e721-3887-be72-e5799f82f194

Lore (Manitou System)

Type: System
 UUID: f8eb48d7-e720-38c4-a988-ddcf4dc527ed

Lore (Mercurians)

UUID: 9a0bdf26-33a7-3f4a-bb1d-8937e865a427

Lore (Midian System)

Common Skill
 Type: System
 UUID: 8031b3e5-238c-3947-b447-8f6d948db8a1

Lore (Mudworld)

Common Skill
 UUID: c3c94ff0-5729-32db-9af5-ce2e77d5fe2b

Lore (Musters)

Common Skill
 Type: Guild
 UUID: 26c0ff83-3284-3649-a761-ee533b47ce5d

Lore (Mutasih)

UUID: dd2c31b1-288a-3184-a25b-0058ce6cadaa

Lore (Novgorod System)

Type: System
 UUID: 33f7320a-2344-34fe-ac52-175bb3c0e3ee

Lore (Nowhere System)

Common Skill
 Type: System
 UUID: b0de2ad1-4974-301c-93ba-e22233f8866d

Lore (Oenologia)

UUID: 794a4a5b-c74f-3157-b880-3e2d67320de3

Lore (Oneirokritikos)

Common Skill
 UUID: 535ba769-ef43-367c-a013-ba4281d53bb3

Lore (Order of the Mantis)

Common Skill
 UUID: 0d71a8f0-e4ea-3a35-bb52-74ac7e63db58

Lore (Pandemonium System)

Common Skill
 Type: System
 UUID: b1c4a99b-9ab7-3e8a-b519-a355d43f61f5

Lore (Pandora System)

Type: System
 UUID: 742b1c4e-78dc-3477-963d-0a3e8a9b9c34

Lore (Paradize System)

Type: System
 UUID: eed3f055-8e62-30e7-954e-b76f73f12cee

Lore (Penitents)

UUID: 3930311b-a340-30c8-87a6-a2c49ca3c6a5

Lore (Pentateuch System)

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

Lore (Philosophy)

Common Skill
UUID: 19251190-f228-3a4f-8f08-9bca78818d41

Lore (Poisons & Drugs)

UUID: 5d73c049-1dc4-3482-87b8-86ed3f51d0e3

Lore (Pre Regency Artefacts)

UUID: 2b43c2da-cd7b-3141-a04b-b4688911116b

Lore (Pyre System)

Common Skill
Type: System
UUID: 43bbe837-1495-3221-9fb8-96f637ea8bd8

Lore (Rampart Military History)

Common Skill
UUID: 455593f2-0b6e-31ca-9875-b8521c1973ff

Lore (Rampart System)

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

Lore (Ravenna System)

Type: System
UUID: 8affd3fe-977f-30e2-9b5b-ed27abd59920

Lore (Raven System)

Type: System
UUID: 4b7f7485-863c-3a2e-a4ab-9d5ff9a02ed3

Lore (Reeves Guild)

Common Skill
Type: Guild
UUID: 789d2820-2309-304a-b6c9-47825be9c582

Lore (Rhonda System)

Type: System
UUID: e041b429-41ca-392c-bc4b-f8f8df2fe070

Lore (Rimpoche System)

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

Lore (Robotics)

UUID: 518662f4-af85-394e-9aa8-400915b58c95

Lore (Rukh System)

Type: System
UUID: 497be4ec-006d-351c-841b-698a0e70e25b

Lore (Sanctuary Aeon)

Common Skill
UUID: d68f21cd-3197-3a13-b2a5-4ef2f67a14a7

Lore (Sathraists)

Type: Dark Trades
UUID: 12632079-af7e-37f8-a8ce-965d3fb3cae7

Lore (Scravengers)

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

Lore (Second Republic Tech)

UUID: e25a5b97-3fcc-366c-8250-0b0410686119

Lore (Severus System)

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

Lore (Shaprut System)

Common Skill
Type: System
UUID: cb85b61c-9d7e-3c01-b9a1-f8fa59a9d9a3

Lore (Shards)

UUID: 2e4dd7d4-6bf9-37a3-988e-13367267e569

Lore (Sky Tear System)

Type: System
UUID: b7e90ec9-9fe7-36bc-8dc4-3988b8a9463c

Lore (Spacesuit)

UUID: 9d1994d8-25a5-30ae-a245-3266be10dbbf

Lore (Space Warfare)

UUID: 3a7172dd-cb6d-38bd-8871-47f40b1de19a

Lore (Stigmata System)

Common Skill
Type: System
UUID: a87a31b0-5149-3fcd-927f-547cabf52d0e

Lore (Sunspear System)

Type: System
UUID: 5d10d539-1742-3b61-9651-0a1827ecaa23

Lore (Sutek System)

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

Lore (Symbiots)

Common Skill
 UUID: a8298bd6-2c60-32b8-9e2e-1eac9958d673

Lore (Synecullum)

UUID: 5b2e4546-102f-3ef2-be35-59a3b1610e2d

Lore (Tarlán-IV System)

Type: System
 UUID: 16def6ab-cbd5-31bf-8051-63c110b1323d

Lore (Tempest System)

Type: System
 UUID: c91a522c-4b9b-3224-ba60-24032e01543c

Lore (Tethys System)

Common Skill
 Type: System
 UUID: 2a05f499-e071-32eb-be55-44752d4cbe5b

Lore (The Reborn Sun)

UUID: dd8c4524-437e-3d6b-94a2-e754d01e25af

Lore (The Royal Gambit)

UUID: 1908d71e-8140-346d-9207-61d3f4e8ac3c

Lore (Third Era Republicans)

UUID: baa5df33-54e2-385d-87ed-5438fcca4b48

Lore (Tsuma System)

Type: System
 UUID: 5be7a6fe-840b-35a7-af60-f7588e1b71a7

Lore (Twilight System)

Type: System
 UUID: aebd7117-7ef2-3d17-a754-0e2a58043ab1

Lore (Underworld)

Common Skill
 UUID: 71a3c42c-dfa7-30b7-87ba-14894558640a

Lore (Ungavorox System)

Common Skill
 Type: System
 UUID: b464d15a-462f-3db5-87bd-c2c1f895a7f7

Lore (Ur Artefacts)

UUID: a58debad-758d-3b93-8686-21eeec5d5b70

Lore (Ur Obun)

Common Skill
 Type: Race
 UUID: d710f199-1d10-3109-910a-6506bff969d3

Lore (Ur Ukar)

Common Skill
 Type: Race

UUID: e4730d1a-7181-3d02-8df1-bf9e78be00e9

Lore (Vau)

Type: Race
 UUID: c94a63a8-36ad-3d59-ac17-96f687cbf275

Lore (Vau System)

Type: System
 UUID: 7fe1515e-7610-39a4-be24-ed579d464acd

Lore (Velisimil System)

Common Skill
 Type: System
 UUID: b3f19ec0-e2b7-32ad-90eb-729916bdee33

Lore (Vera Cruz System)

Common Skill
 Type: System
 UUID: ec0813ef-e4c3-3af8-8ad1-35cfe4c04fd6

Lore (Verbannung System)

Type: System
 UUID: bd38f21b-0846-3c88-88a9-76410f34ef8a

Lore (Verona System)

Type: System
 UUID: 47f1c7d9-dede-3c5f-a2f3-3b90696bce37

Lore (Versammlung System)

Type: System
 UUID: 5db9f813-f73a-301f-b819-43389b942599

Lore (Vigil)

UUID: e1a754bb-faab-3717-8133-fd571cd2db87

Lore (Vorox)

Common Skill
 Type: Race
 UUID: adc26f2e-9ec4-3e51-9809-6dde0ce9d2f5

Lore (Vorox Commandos)

Common Skill
 UUID: 3d19ee13-0a92-3bf2-95a1-1c85b6771a8c

Lore (Vril Ya System)

Type: System
 UUID: b0d99224-c20e-3943-aea1-09f35520b730

Lore (Vuldrok Star Nations)

UUID: abc90e35-08a8-3818-b4dd-8d9b6c74faed

Lore (Weidergeburt System)

Type: System
 UUID: 1b71866c-13c3-30a4-9e0b-70d2a6a98ead

Lore (Wolf's Lament System)

Type: System
 UUID: 1dbf3891-9ddb-3f5d-a246-eb77c7eca296

Lore (Zadrija System)

Type: System
 UUID: a751d129-f2b1-31fd-923b-e5a38b99854e

Lore (Zanis System)

Type: System
 UUID: bcc99d7a-b81b-33c8-a58c-f6b3db59c646

Lore (Zodiacs)

UUID: dc18e150-d99c-309d-bd98-a546faf11e8b

Magna Carta

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

Melee

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

Navigation

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

Observe

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

Occult Arts

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

Oratory

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

Performance *

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

Performance (Clown)

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

Performance (Comedia)

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

Performance (Dancing)

Common Skill
 UUID: ffa8aaaf-6881-3951-b604-3e22fcb8a8a65

Performance (Juggling)

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

Performance (Music)

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

Performance (Tragedy)

Common Skill
 UUID: 09fcec23-6e31-3eeb-886d-db8cf6cbac1

Persuasion

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

Politics

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

Redemption *

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

Redemption (Clockworking)

Type: Clockworking
 UUID: 70f0ce28-8e47-351b-8dee-54fc7da67844

Redemption (Forbidden Lore)

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

Redemption (Mech)

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

Redemption (Tinkering)

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

Redemption (Volt)

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

Remedy

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

Riding

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

Science *

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

Science (Archaeology)

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

Science (Architecture)

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

Science (Artificial Intelligence)

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

Science (Astronomy)

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

Science (Biology)

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

Science (Botany)

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

Science (Chemistry)

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

Science (Clockworking)

Type: Clockworking
 UUID: d4e56798-e685-3b92-b148-d8b13a9c2254

Science (Cybernetics)

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

Science (Engineering)

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

Science (Ethnology)

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

Science (Genetics)

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

Science (Geology)

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

Science (Mathematics)

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

Science (Oceanography)

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

Science (Physics)

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

Science (Quantum Physics)

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

Science (Robotics)

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

Science (Terraforming)

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

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

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

Science (Zoology)

UUID: e0d7446c-e3ee-3be4-9483-c91c79448a29

Search

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

Security

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

Seduction

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

Sensors

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

Shadowing

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

Shoot

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

Sneak

Common Skill
 Group: PER

#1493] **Cash (£300)** ri 2 300 FS2CRB [#1494] **Barbarian** st -2 FS2CRB [#1480] **Black sheep** st -1 FS2CRB [#1481] **Black sheep** st -2 FS2CRB [#1482] **Branded** st -1 FS2CRB [#1484] **Cohort Badge** st 3 FS2CRB [#1497] **Escaped Serf** st -2 FS2CRB [#1509] **Escaped Slave** st -3 FS2CRB [#1510] **Excommunicated** st -3 FS2CRB [#1511] **Fallen from Grace** st -1 FS2CRB [#1512] **Fallen from Grace** st -2 FS2CRB [#1513] **Fallen from Grace** st -3 FS2CRB [#1514] **Householder** st 1 FS2CRB [#1522] **Commission** st 5 Lieutenant / Entered / Genin / Sergeant / Chief FS2CRB [#1503] **Ordained** st 3 Novitiate / Apprentice / Novitiate FS2CRB [#1559] **Ordained** st 5 Canon / Oblate / Provost FS2CRB [#1558] **Rise Rank By 8 (rankraise)** st 16 FS2CRB [#1676] **Rise Rank By 5 (rankraise)** st 10 FS2CRB [#1679] **Rise Rank by 1 (rankraise)** st 2 FS2CRB [#1621] **Rise Rank By 6 (rankraise)** st 12 FS2CRB [#1675] **Rise Rank By 2 (rankraise)** st 4 FS2CRB [#1622] **Orphan** ba -1 FS2CRB [#1560] **Secrets (Severe)** ba 4 FS2CRB [#1593] **Secrets (Major)** ba 3 FS2CRB [#1594] **Secrets (Average)** ba 2 FS2CRB [#1595] **Secrets (Minor)** ba 1 FS2CRB [#1596] **Stigma** ba -2 FS2CRB [#1598] **Stigma** ba -3 FS2CRB [#1599] **Stigma** ba -4 FS2CRB [#1600] **Vow of Poverty** ba -2 FS2CRB [#1607] **Vow of Silence** ba -3 FS2CRB [#1608] **Well-Traveled** ba 3 Major house Fief FS2CRB [#1610] **Basic Mantok** cm 6 FS2CRB [#1627] **Gossip Network** co 3 An entire Royale House's holdings FS2CRB [#1518] **Vendetta** co -3 FS2CRB [#1603] **Free Benefice** ot 2 FS2CRB [#1664] **Free Benefice (3)** ot 3 FS2CRB [#1665] **Free Benefice (4)** ot 4 FS2CRB [#1666] **Free Benefice (5)** ot 5 FS2CRB [#1667] **Free Benefice (6)** ot 6 FS2CRB [#1668] **Ka Ran Warrior** ot 3 Full grown warrior to vorox society. FS2CRB [#1662] **Light Cyber Package** ot 10 FS2CRB [#1672] **Article of Faith** po 4 FS2CRB [#1465] **Indebted** po -2 FS2CRB [#1529] **Indebted** po -6 FS2CRB [#1525] **Neural Disrupter** po 10 FS2CRB [#1534] **Passage Contract** po 10 Ship at your command FS2CRB [#1565] **Psi Cloak** po 10 FS2CRB [#1581] **Refuge** po 4 Guild Safe House FS2CRB [#1585] **Wyrd Tabernacle** po 14 FS2CRB [#1612] **Wyrd Tabernacle** po 6 FS2CRB [#1616] **Assets** ri 7 10000 FS2CRB [#1473] **Assets** ri 3 3000 FS2CRB [#1477] **Cash** ri 10 3500 FS2CRB [#1486] **Cash** ri 5 1000 FS2CRB [#1491] **Cash (£100)** ri 1 100 FS2CRB [#1495] **Bastard** st -1 The character is a bastard child of a noble. He can still buy a noble title, but he will receive no inheritance. FS2CRB [#1619] **Black sheep** st -3 FS2CRB [#1483] **Imperial Charter** st 4 FS2CRB [#1523] **Professional Contract** st 7 FS2CRB [#1573] **Professional Contract** st 3 FS2CRB [#1577] **Superior Mantok Technique** cm 4 FS2CRB [#1628] **Protection** co 3 FS2CRB [#1580] **Retinue** co 4 FS2CRB [#1587] **Retinue** co 3 FS2CRB [#1588] **Retinue** co 2 FS2CRB [#1589] **Retinue** co 1 FS2CRB [#1590] **Vendetta** co -1 FS2CRB [#1601] **Vendetta** co -2 FS2CRB [#1602] **Vendetta** co -4 FS2CRB [#1604] **No Occult** oc -2 FS2CRB [#1631] **Big Cyber Package** ot 40 At least 2 major enhancements. FS2CRB [#1623] **Medium Cyber Package** ot 20 One notable enhancement. FS2CRB [#1624] **Ostracism (Mild)** ot -2 FS2CRB [#1626] **Vorox Free Balance** ot 0 Only One Tour of Duty (20 OP) FS2CRB [#1634] **Passage Contract** po 8 Luxury Liner FS2CRB [#1566] **Passage Contract** po 6 Stateroom FS2CRB [#1567] **Passage Contract** po 4 Transport FS2CRB [#1568] **Passage Contract** po 2 Tramp Freighter FS2CRB [#1569] **Refuge** po 10 Military Base FS2CRB [#1582] **Refuge** po 8 Castle FS2CRB [#1583] **Refuge** po 6 Monastery FS2CRB [#1584] **Refuge** po 2 Small Farm FS2CRB [#1586] **Saint's Lore** po 8 FS2CRB [#1591] **Vestments** po 1 FS2CRB [#1605] **Wireblade** po 12 FS2CRB [#1611] **Wyrd Tabernacle** po 12 FS2CRB [#1613] **Wyrd Tabernacle** po 10 FS2CRB [#1614] **Wyrd Tabernacle** po 8 FS2CRB [#1615] **Wyrd Tabernacle** po 4 FS2CRB [#1617] **Wyrd Tabernacle** po 2 FS2CRB [#1618] **Outlaw** st -1 FS2CRB [#1561] **Outlaw** st -2 FS2CRB [#1562] **Outlaw** st -3 FS2CRB [#1563] **Outlaw** st -4 FS2CRB [#1564] **Professional Contract** st 10 FS2CRB [#1570] **Professional Contract** st 9 FS2CRB [#1571] **Professional Contract** st 8 FS2CRB [#1572] **Professional Contract** st 6 FS2CRB [#1574] **Professional Contract** st 5 FS2CRB [#1575] **Professional Contract** st 4 FS2CRB [#1576] **Professional Contract** st 2 FS2CRB [#1578] **Professional Contract** st 1 FS2CRB [#1579] **Bite** ta 2 FS2CRB [#1629] **Extra Limbs** ta 4 FS2CRB [#1630] **Commission** st 3 Ensign / Apprentice / Associate / Private / Associate FS2CRB [#1502] **Commission** st 13 Dean / Master / Dean / Colonel / Dean FS2CRB [#1498] **Nobility** st 5 Baronnet FS2CRB [#1543] **Nobility** st 9 Marquis FS2CRB [#1539] **Nobility** st 14 Archduke FS2CRB [#1673] **Ordained** st 13 Archbishop / Grand Master / Presbuteros FS2CRB [#1554] **Rise Rank By 7 (rankraise)** st 14 FS2CRB [#1680] **Rise Rank By 4 (rankraise)** st 8 FS2CRB [#1678] **Commission** st 7 Commander / Fellow / Boss / Lieutenant / Manager FS2CRB [#1501] **Kurgan Combat Basics** cm 10 Techniques from level 1 to level 4 in Fencing or Martial arts. FS2CRB [#1681] **Addiction (Light)** ba -1 FS2CRB [#1661] **Addiction (Strong)** ba -3 FS2CRB [#1447] **Dark Secret** ba -1 FS2CRB [#1505] **Infamous Family** ba -1 FS2CRB [#1530] **Oath of Fealty (Major)** ba -3 FS2CRB [#1550] **Secrets (Life Threatening)** ba 5 FS2CRB [#1592] **Stigma** ba -1 FS2CRB [#1597] **Vow of Celibacy** ba -1 FS2CRB [#1606] **Well-Traveled** ba 5 Known Worlds FS2CRB [#1609] **Fencing Actions (Bronze sword) (Low)** cm 6 Manoeuvres 1, 2 and 3 Requires Melee Skill at 3 FS2CRB [#1636] **Fencing Actions (Crimson sword) (Grand Master)** cm 28

Manoeuvres 1, 2, 3, 4, 5, 6, 7 and 8 Requires Melee Skill at 8 FS2CRB [#1658] **Fencing Actions (Lead sword) (Basics)** cm 3 Manoeuvres 1 & 2 Requires Melee Skill at 2 FS2CRB [#1655] **Fencing Actions (Platinum sword) (Master)** cm 21 Manoeuvres 1, 2, 3, 4, 5 and 6 Requires Melee Skill at 7 FS2CRB [#1657] **Fencing Gold to Platinum** cm 6 FS2CRB [#1660] **Fencing Silver To Gold** cm 5 FS2CRB [#1659] **Ally** co 10 FS2CRB [#1453] **Ally** co 6 FS2CRB [#1457] **Ally** co 2 FS2CRB [#1461] **Dependent** co -1 FS2CRB [#1508] **Fencing Actions (Silver sword) (Intermediate)** cm 10 Manoeuvres 1, 2, 3 and 4 Requires Melee Skill at 4 FICS [#1620] **Graa Fighting** cm 6 Vorox martial art FICS [#1638] **Occult Mastery 5 (Master)** oc 9 Main Path: Power Level 9 FICS [#1654] **Reputation (Soft)** st 1 The name is known. FICS [#1642] **Freelancer Investment** ri 2 +2 Assets FICS [#1635] **Reputation (Mild)** st 2 The avatar name is known to most, even if it acts mostly undercover. This brings a certain degree of respect from his allies and enemies, which are more numerous. FICS [#1641] **Free Benefice** ot 1 FICS [#1663] **Vorox Gun Manoeuvres** ta 10 Special shooting actions for vorox (House Li Halan) FICS [#1637] **Vorox Staredown Ritual** ta 4 Has earned friendship with the vorox FICS [#1646] **Enemy (Knight)** co -1 FICS [#1669] **Fencing Actions (Gold sword) (High)** cm 15 Manoeuvres 1, 2, 3, 4 and 5 Requires Melee Skill at 5 FICS [#1656] **Enemy (Baron)** co -2 FICS [#1670] **Occult Mastery 1 (Rookie)** oc 6 Main Path: Power Level 1, 2 & 3 FICS [#1625] **Occult Mastery 2 (Initiate)** oc 9 Main Path: Power Level 4 & 5 FICS [#1644] **Occult Mastery 3 (Advanced)** oc 13 Main Path: Powers Level 6 & 7 FICS [#1645] **Occult Mastery 4 (Superior)** oc 8 Main Path: Power Level 8 FICS [#1653] **Enemy (Count)** co -3 FICS [#1671] **Paramours** ot 9 The character has so many lovers and paramours that it can use it as a network for information and help. FICS [#1640] **Reputation (Solid)** st 4 The avatar name is known to most, even if it acts mostly undercover. This brings a high degree of respect from his allies and enemies, which are more numerous. Beating the avatar at his/her own game is a sweet dream to most of its would be challengers. FICS [#1643] **Urthish Free Balance** ot 0 12 free OP FICS [#1632] **Ur Ukur Free Balance** ot 0 To be freely set: 0 AP / 5 OP FICS [#1633] **Chapter Occult Attunement (Chapter Atonement)** oc 3 Atonement Rituals level 1 and 2 (Amalthean list) FICS [#1639] **Gear (£600)** po 6 £600 gear FICS [#1652] **Gear (£500)** po 5 £500 gear FICS [#1651] **Gear (£400)** po 4 £400 gear FICS [#1650] **Gear (£300)** po 3 300£ gear FICS [#1649] **Gear (£200)** po 2 FICS [#1648] **Gear (£100)** po 1 FICS [#1647]

Blessings/Curses

Curious

2 FS2CRB +2 PRE when seeing something new [#9]

Beautiful

2 FS2CRB [#2]

Angelic

3 FS2CRB [#3]

Homely

-1 FS2CRB [#4]

Ugly

-2 FS2CRB [#5]

Monstrous

-3 FS2CRB [#6]

Compassionate

2 FS2CRB [#8]

Gracious

2 FS2CRB [#11]

Just

2 FS2CRB [#13]

Loyal

2 FS2CRB [#14]

Pious

2 FS2CRB [#15]

Shrewd

2 FS2CRB [#16]

Suspicious

2 FS2CRB +2 PER when rivals around [#17]

Unyielding

2 FS2CRB [#18]

Argumentative

-2 FS2CRB [#19]

Bluster

-2 FS2CRB [#20]

Brainwashed

-2 FS2CRB [#21]

Clueless

-2 FS2CRB [#23]

Condescending

-2 FS2CRB [#24]

Delusional

-2 FS2CRB [#25]

Disrespectful

-2 FS2CRB [#26]

Greedy

-2 FS2CRB [#27]

Guilty

-2 FS2CRB [#28]

Gullible

-2 FS2CRB [#29]

Haughty

-2 FS2CRB [#30]

Impetuous

-2 FS2CRB [#31]

Righteous

-2 FS2CRB [#32]

Mammon

-2 FS2CRB [#33]

Phobic

-2 FS2CRB [#35]

Possessive

-2 FS2CRB [#36]

Prideful

-2 FS2CRB [#37]

Secretive

-2 FS2CRB [#38]

Subtle

-2 FS2CRB [#39]

Surly

-2 FS2CRB [#40]

Uncouth

-2 FS2CRB -2 PRE at society actions [#41]

Vain

-2 FS2CRB -2 PER when being flattered [#42]

Vengeful

-2 FS2CRB -2 WIL when honor impinged, will never forget a slight [#43]

Bad Heart

-2 FS2CRB -2 CON with athletic tasks [#44]

Bad Liver

-2 FS2CRB -2 CON against toxins [#45]

Bad lungs

-1 FS2CRB -1 CON with athletic tasks [#46]

Horrible Scar or burn

-2 FS2CRB -2 PRE when visible [#47]

Casanova

2 FS2CRB +2 TEM when seducing others [#48]

Compass

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

Disciplined

2 FS2CRB +2 WIL in combat situations [#10]

Bold

2 FS2CRB +2 TEM while acting when others hesitate [#7]

Innovative

2 FS2CRB +2 TEC when trying to invent something new [#12]

Nosy

-2 FS2CRB -2 WIL when seeing something new [#34]

Unnerving

-2 FS2CRB -2 PRE around superstitious people [#57]

Handsome

1 FS2CRB [#1]

Sensitive Touch

2 FS2CRB [#51]

Bitter

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

Predatory

0 FS2CRB [#53]

Giant

2 FS2CRB [#54]

Sensistive Smell

2 FS2CRB [#55]

Austere

-2 FS2CRB [#56]

The Man

2 FS2CRB [#58]

Lucky at cards

2 FS2CRB +2 gambling when cheating [#59]

Mute

-2 FS2CRB [#62]

Thrifty

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

Short

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

Perceptive Touch

1 FS2CRB 1 [#68]

Agile Toes

1 FS2CRB Feet can be used like hands [#69]

Grease Monkey

2 FS2CRB +1 with all Redemption skills [#70]

Immunity

2 FS2CRB Immunity against symbiot taint [#71]

Long Fingers & Toes

1 FS2CRB +2 REF with fine manipulations [#72]

Omnidigestion

2 FS2CRB Vast diet, not immune to poison or toxins [#73]

Prehensile Tail

2 FS2CRB +2 to grab [#74]

Regeneration

5 FS2CRB Heal 1 point per act [#75]

Alien Nature

-3 FS2CRB Weird creature [#76]

Dwarf

-5 FS2CRB Reduce BOD and STR and MOV [#77]

Voracious

-1 FS2CRB Voracious appetite when healing wounds [#78]

Stench

-2 FS2CRB -2 PRE among non gannok [#79]

Etyri Claws

2 FS2CRB 3 DMG [#81]

Etyri Beak

1 FS2CRB 2 DMG [#82]

Flight

5 FS2CRB The creature has wings and can fly. [#80]

Keen Eyes

3 FS2CRB +3 AWA with sight only [#83]

Etyri Beak

1 FS2CRB 2 DMG [#84]

Claustrophobia

2 FS2CRB -2 WIL in close quarters [#85]

Hollow Bones

-6 FS2CRB Vitality base is halved [#86]

Tall

3 FS2CRB +1 HEALTH [#87]

Rebellious

-3 FS2CRB -3 WIL when following others orders [#88]

Callous

-2 FS2CRB -2 TEM when asked for help [#22]

War Trauma

-2 FICS [#50]

Self-conscious

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

Bad Ass

2 FICS [#63]

Overconfident

-2 FICS [#64]

Coward

-2 FICS [#60]

Vorox Staredown Ritual

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

Weapons

Melee Weapons

Battle Axe

MELEE * WA:+0 * CO:N * AV:C * DC:5D6 * STR:4 * REL:ST
Cost: £5

Staff

MELEE * WA:+1 * CO:N * AV:E * DC:2D6+1 * STR:3 * REL:ST
Cost: £4

Al-Malik Stiletto

MELEE * WA:+1 * CO:P * AV:P * DC:2D6 * STR:1 * REL:ST
Cost: £10 A fine dagger of ceramsteel. It's said that a powerful blow with this weapon can break bones.

Decados Crescent Dirk

MELEE * WA:+1 * CO:J * AV:P * DC:2D6+3 * STR:2 * REL:ST
Cost: £10 A really sharp blade easily conceilable.

Dirk

MELEE * WA:+0 * CO:J * AV:E * DC:2D6+1 * STR:2 * REL:ST
Cost: £4

Knife

MELEE * WA:+0 * CO:P * AV:E * DC:1D6+1 * STR:1 * REL:ST
Cost: £2

Ukari Krax

MELEE * WA:+2 * CO:J * AV:R * DC:3D6+2 * STR:3 * REL:VR
Cost: £5000 WA is ignored for an ukari intiate to the Kraxi Quadanqar (The Kraxi Dance).
Price given is Black Market price. Do not deal or buy ukari gear on black market.

Avaneir Rapier

MELEE * WA:-1 * CO:L * AV:E * DC:3D6 * STR:3 * REL:ST
Cost: £6

Azureas Blade

MELEE * WA:+1 * CO:L * AV:R * DC:3D6+2 * STR:2 * REL:VR
Cost: £300

Bachelor Rapier

MELEE * WA:+1 * CO:L * AV:E * DC:3D6 * STR:3 * REL:ST
Cost: £16

Bourgeoise

MELEE * WA:-1 * CO:L * AV:E * DC:2D6+2 * STR:3 * REL:ST
Cost: £4 A common rapier on Rampart, la Bourgeoise is an broad bladed weapon, poorly balanced, heavy decorated but affordable that most freemen can buy.

Cadavus Rapier

MELEE * WA:-1 * CO:L * AV:P * DC:3D6+2 * STR:0 * REL:ST
Cost: £40

Cold Forged Imperial Blade

MELEE * WA:+2 * CO:L * AV:R * DC:3D6+2 * STR:3 * REL:VR
Cost: £350

De Aragonesque Rapier

MELEE * WA:+1 * CO:L * AV:P * DC:3D6+3 * STR:3 * REL:VR
Cost: £120 The high quality Rolas rapier. Forged on demand, with exclusive decoration designed for the customer.

Paradize Rapier

MELEE * WA:+1 * CO:L * AV:R * DC:3D6+2 * STR:0 * REL:ST
Cost: £150

Rapier

MELEE * WA:+0 * CO:L * AV:C * DC:3D6 * STR:3 * REL:UR
Cost: £8

Severus Sting

MELEE * WA:+1 * CO:L * AV:P * DC:3D6+1 * STR:2 * REL:ST
Cost: £30 House Decados signature rapier

Van Gelder Cutlass

MELEE * WA:+2 * CO:L * AV:R * DC:3D6+1 * STR:3 * REL:VR
Cost: £300

Westham Blade

MELEE * WA:+1 * CO:L * AV:P * DC:3D6+2 * STR:3 * REL:VR
Cost: £260 House Hawkwood signature rapier

Katana

MELEE * WA:+1 * CO:N * AV:P * DC:5D6 * STR:4 * REL:UR
Cost: £50

Scimitar

MELEE * WA:+0 * CO:N * AV:P * DC:4D6+1 * STR:3 * REL:ST
Cost: £20

Two-Handed Sword

MELEE * WA:+1 * CO:N * AV:R * DC:6D6 * STR:6 * REL:ST
Cost: £30

Tetrabladed Cutlass

MELEE * WA:+1 * CO:N * AV:R * DC:3D6 * STR:4 * REL:VR
Cost: £250 4 parts weapon

Ranged Weapons

Segments of Andrealphus

EX * WA:+3 * CO:J * AV:R * DC:4D6 * CAL: * ROF:0 * CL:0 * RNG:3 * REL:VR
Cost: £100 This weird seven parts nunchaku is the signature weapon of the Aeon Chapter. Each rod is magnetically linked to the other, and one needs to atone with the full set to be able to use it. If not, it's only a rod of seven parts. The black market value is low due to the lack of people able to use it as a weapon.

Energy Lance

EX * WA:+0 * CO:J * AV:C * DC:4D6 * CAL: * ROF:0 * CL:0 * RNG:0 * REL:ST
Cost: £0

Tarskin B30

P * WA:+0 * CO:J * AV:C * DC:5D6+2 * CAL:n/a * ROF:1 * CL:10 * RNG:45 * REL:ST
Cost: £970

Tarskin C34

P * WA:+2 * CO:J * AV:R * DC:7D6 * CAL:n/a * ROF:1 * CL:10 * RNG:45 * REL:VR
Cost: £2170

"Firecracker" Heavy Pistol

P * WA:-1 * CO:L * AV:C * DC:4D6+1 * CAL:.47 * ROF:6 * CL:16 * RNG:60 * REL:VR
Cost: £350 Must be handed two handed if less than 4 BOD

Jahnisak .454 UHP

P * WA:+4 * CO:L * AV:C * DC:4D6+2 * CAL:.454 * ROF:3 * CL:15 * RNG:50 * REL:VR
Cost: £1000 Only available with full options: LAA (Laser Assisted Aiming) or WA -1, ABCS (Anti Backfire Counterweight System)(or Str Min goes to 5)

Al-malik Light Blaster

P * WA:+3 * CO:J * AV:C * DC:3D6 * CAL:n/a * ROF:1 * CL:8 * RNG:30 * REL:ST
Cost: £460

Avaneir Blaster Pistol

P * WA:+0 * CO:J * AV:P * DC:3D6+1 * CAL:n/a * ROF:1 * CL:10 * RNG:30 * REL:VR
Cost: £730 Ammoes: 10/cell

Decados "Maiden Escort" Palm Blaster

P * WA:+2 * CO:P * AV:R * DC:2D6+3 * CAL:n/a * ROF:1 * CL:5 * RNG:30 * REL:VR
Cost: £690 A very small blaster pistol, true wonder of miniaturization. Developed by House Decados for its under cover agents.

Dreskel Light Blaster

P * WA:-1 * CO:J * AV:C * DC:3D6+2 * CAL:n/a * ROF:1 * CL:10 * RNG:30 * REL:ST
Cost: £570

Hawkwood Light Blaster

P * WA:+1 * CO:J * AV:C * DC:3D6 * CAL:n/a * ROF:1 * CL:8 * RNG:30 * REL:ST
Cost: £440

Petrof D15 "Cadiz Coat"

P * WA:-2 * CO:P * AV:R * DC:3D6 * CAL:n/a * ROF:1 * CL:4 * RNG:30 * REL:UR
Cost: £420

Al-Malik 958 "Space Ops"

P * WA:+2 * CO:J * AV:C * DC:2D6+1 * CAL:n/a * ROF:1 * CL:8 * RNG:30 * REL:ST
Cost: £240

Dreksel Laser Pistol

P * WA:+1 * CO:P * AV:P * DC:3D6 * CAL:n/a * ROF:1 * CL:15 * RNG:30 * REL:ST
Cost: £420

Goric 7

P * WA:+0 * CO:P * AV:E * DC:2D6 * CAL:n/a * ROF:1 * CL:6 * RNG:30 * REL:ST
Cost: £170

Goric 8

P * WA:-1 * CO:P * AV:C * DC:2D6 * CAL:n/a * ROF:1 * CL:8 * RNG:30 * REL:ST
Cost: £200

Hawkwood Defender

P * WA:+2 * CO:P * AV:C * DC:2D6+2 * CAL:n/a * ROF:1 * CL:6 * RNG:30 * REL:VR
Cost: £300

House al-Malik "Diplomat" Palm Laser

P * WA:+0 * CO:P * AV:P * DC:2D6 * CAL:n/a * ROF:1 * CL:7 * RNG:30 * REL:ST
Cost: £230 Laser pistol built by House al-Malik. A weapon designed mainly for self-defense.

POE #4

P * WA:+2 * CO:P * AV:P * DC:2D6+1 * CAL:n/a * ROF:1 * CL:10 * RNG:30 * REL:ST
Cost: £320

Avaneir "Guardian Angel" Light Revolver

P * WA:+0 * CO:P * AV:C * DC:1D6+2 * CAL:0.32 * ROF:3 * CL:6 * RNG:50 * REL:ST
Cost: £90

Ceramique 136

P * WA:+1 * CO:J * AV:C * DC:1D6+3 * CAL: * ROF:2 * CL:10 * RNG:50 * REL:VR
Cost: £80 The light revolver from Rampart Ceramique mountains region.

Derringer

P * WA:-1 * CO:P * AV:E * DC:1D6 * CAL:0.2 * ROF:2 * CL:4 * RNG:50 * REL:ST
Cost: £50

Maüer "Hankerschief" C-13

P * WA:+1 * CO:P * AV:R * DC:1D6 * CAL:5mm * ROF:2 * CL:8 * RNG:50 * REL:ST
Cost: £150

Scravers Light Revolver

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

Avaneir Medium Blaster

P * WA:+0 * CO:J * AV:P * DC:6D6 * CAL:n/a * ROF:1 * CL:6 * RNG:37 * REL:VR
Cost: £960

Goruzen B27

P * WA:-1 * CO:J * AV:P * DC:3D6 * CAL:n/a * ROF:1 * CL:8 * RNG:37 * REL:ST
Cost: £490

Musters XZ128

P * WA:+0 * CO:J * AV:C * DC:6D6 * CAL:n/a * ROF:1 * CL:6 * RNG:37 * REL:ST
Cost: £680

Tarskin B28

P * WA:+1 * CO:J * AV:R * DC:4D6 * CAL:n/a * ROF:1 * CL:10 * RNG:37 * REL:VR
Cost: £980

al-Malik "Ambassador" Laser

P * WA:-1 * CO:J * AV:R * DC:3D6 * CAL:n/a * ROF:1 * CL:4 * RNG:37 * REL:ST
Cost: £280

Escoral medium pistol

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

Metier Patrol Ordinance

P * WA:+0 * CO:J * AV:C * DC:2D6+3 * CAL:.40 * ROF:0 * CL:0 * RNG:0 * REL:ST
Cost: £190

Mitchau Medium Revolver

P * WA:+1 * CO:L * AV:P * DC:2D6+3 * CAL:.40 * ROF:3 * CL:6 * RNG:50 * REL:ST
Cost: £210

Scravers Medium Revolver

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

Kick

RIF * WA:+0 * CO:J * AV:C * DC:1D6+1 * CAL: * ROF:0 * CL:0 * RNG:0 * REL:ST
Cost: £0

Fist

SP * WA:+0 * CO:P * AV:E * DC:1D6 * CAL: * ROF:0 * CL:0 * RNG:1 * REL:ST
Cost: £0

Blaster Rifle

RIF * WA:+0 * CO:N * AV:P * DC:8D6 * CAL:n/a * ROF:1 * CL:8 * RNG:90 * REL:ST
Cost: £1460

Dreskel "Salude" DSK10

RIF * WA:-1 * CO:L * AV:C * DC:7D6+2 * CAL:n/a * ROF:1 * CL:12 * RNG:90 * REL:ST
Cost: £1580

Dreskel Sniper Blaster

RIF * WA:+2 * CO:N * AV:R * DC:9D6 * CAL:n/a * ROF:1 * CL:16 * RNG:90 * REL:VR
Cost: £4950

Antonius LR5 "Light of Palamedes"

RIF * WA:-2 * CO:L * AV:C * DC:4D6 * CAL:n/a * ROF:1 * CL:12 * RNG:90 * REL:VR
Cost: £430

Desert Dry Arquebuse

RIF * WA:-2 * CO:N * AV:R * DC:5D6+2 * CAL:n/a * ROF:1 * CL:16 * RNG:90 * REL:UR
Cost: £920

Dragonnar

HVY * WA:+0 * CO:J * AV:C * DC:8D6 * CAL: * ROF:0 * CL:0 * RNG:0 * REL:ST
Cost: £0

Avaneir Blaster Shotgun

SHG * WA:+2 * CO:L * AV:R * DC:8D6 * CAL:n/a * ROF:1 * CL:8 * RNG:15 * REL:VR
Cost: £2240

ACP15 Assault Rifle

RIF * WA:+0 * CO:J * AV:C * DC:6D6+2 * CAL:7.62mm * ROF:10 * CL:40 * RNG:400 * REL:ST
Cost: £220

Blue Moon Rifle (Seishen Rifle)

RIF * WA:+0 * CO:N * AV:C * DC:4D6+1 * CAL:12mm * ROF:2 * CL:10 * RNG:400 * REL:UR
Cost: £110 The typical rifle used by regular Blue Moon disciples.

Fimbella Sniper Rifle

RIF * WA:+4 * CO:N * AV:R * DC:6D6+2 * CAL:7.62mm * ROF:3 * CL:10 * RNG:400 * REL:VR
Cost: £32760 Sniper Rifle of the Verona Resistance.

Imperial Rifle

RIF * WA:+0 * CO:N * AV:E * DC:6D6+2 * CAL:7.62mm * ROF:20 * CL:21 * RNG:400 * REL:VR
Cost: £230 About 200£

Li Halan RK38

RIF * WA:-1 * CO:N * AV:E * DC:2D6+3 * CAL:10mm * ROF:1 * CL:4 * RNG:400 * REL:UR
Cost: £30 Builder: Royale House Li Halan. Price: 80£.

Mitchau "Conquest" Assault Rifle

RIF * WA:+1 * CO:N * AV:P * DC:6D6+2 * CAL:7.62mm * ROF:20 * CL:41 * RNG:400 * REL:VR
Cost: £1170

Mitchau "Penumbra" Shotgun

SHG * WA:-1 * CO:L * AV:P * DC:5D6 * CAL: * ROF:1 * CL:6 * RNG:15 * REL:ST
Cost: £250

Harmonic Assault Rifle Mark IV

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

Zaalen Stinger (Obun Stunner)

EX * WA:+2 * CO:J * AV:R * DC:3D6 * CAL:FSC * ROF:1 * CL:15 * RNG:20 * REL:ST
Cost: £3000 Stun damage only

Howling

SP * WA:+4 * CO:P * AV:E * DC:5D6 * CAL: * ROF:1 * CL:0 * RNG:50 * REL:VR
Cost: £0

Dies Irae Gatling Gun

HVY * WA:-4 * CO:N * AV:R * DC:10D6+2 * CAL:20mm * ROF:25 * CL:250 * RNG:300 * REL:VR
Cost: £16320 Mounted/tripod 20mm gatling gun. If veterans remember one thing from the Stigmata campaigns, it sure is the thundering sound of Alexius forces Dies Irae guns firing on Symbiots' hordes.

Dreskel Grenade Launcher

HVY * WA:-2 * CO:N * AV:C * DC:6D6 * CAL:n/a * ROF:1 * CL:6 * RNG:20 * REL:ST
Cost: £850 6D6 is the basic grenade

House Hawkwood 1638 UltraHeavy SMG

HVY * WA:-2 * CO:N * AV:P * DC:8D6 * CAL:16mm * ROF:30 * CL:240 * RNG:150 * REL:VR
Cost: £850

Avaneir B209 "Dragonbreath"

SMG * WA:+0 * CO:J * AV:E * DC:2D6+3 * CAL:10mm * ROF:20 * CL:40 * RNG:150 * REL:VR
Cost: £350 Builder: Royale House Li Halan. Price: 350£

Banshee SMG

SMG * WA:+1 * CO:L * AV:P * DC:3D6 * CAL:.40 * ROF:3 * CL:20 * RNG:150 * REL:ST
Cost: £350

House Decados "Stanislas" SMG

SMG * WA:+0 * CO:J * AV:P * DC:4D6+1 * CAL:0.47 * ROF:20 * CL:60 * RNG:150 * REL:VR
Cost: £400 Builder: House Decados. Price: 400£.

Lifepaths

Racial Lifepath

Vau (0#227)

Uncomplete Lifepath

Etyri (0#223)

Source: FS2CRB, Attributes Points: 37, Options Points: 11 Value: **+140**. Attributes — STR+2 CON+3 BOD+3 MOV+3 INT+3 PRE+3 TEM+3 WIL+3 REF+3 TEC+3 AGI+4 AWA+4 Skills — Acrobatics +4, Observe +2, Linguistics (Etyri) +2, Linguistics (Urthish) +1. Benefices/Afflictions — Ostracism (Mild) -2. Blessings/Curses — Alien Nature -3, Claustrophobia +2, Etyri Beak +1, Etyri Claws +2, Flight +5, Hollow Bones -6, Keen Eyes +3.

Gannok (0#225)

Source: FS2CRB, Attributes Points: 40, Options Points: 14 Value: **+140**. Attributes — STR+2 CON+4 BOD+2 MOV+4 INT+3 PRE+4 TEM+3 WIL+3 REF+4 TEC+4 AGI+4 AWA+3 Skills — Acrobatics +4, Athletics +2, Seduction +2, Linguistics (Tok tok) +2, Redemption (Tinkering) +2. Benefices/Afflictions — Ostracism (Mild) -2. Blessings/Curses — Agile Toes +1, Dwarf -5, Grease Monkey +2, Immunity +2, Long Fingers & Toes +1, Regeneration +5, Stench -2.

Kurgan (0#159)

Source: FICS, Attributes Points: 36, Options Points: 12 Value: **+140**. Attributes — STR+3 CON+3 BOD+3 MOV+3 INT+3 PRE+3 TEM+3 WIL+3 REF+3 TEC+3 AGI+3 AWA+3 Skills — Academia +2, Beastcraft +2, Empathy +2, Fight +2, Leadership +1, Think Machine +1, Dogma (Kurgan El-Diin) +1, Linguistics (Kurgan) +1. Benefices/Afflictions — **none**. Blessings/Curses — **none**.

Urthish (0#41)

Source: FICS, Attributes Points: 36, Options Points: 16 Value: **+140**. Attributes — STR+3 CON+3 BOD+3 MOV+3 INT+3 PRE+3 TEM+3 WIL+3 REF+3 TEC+3 AGI+3 AWA+3 Skills — Academia +2, Athletics +2, Fight +2, Focus +2, Observe +2, Persuasion +2, Teaching +2, Linguistics (Urthish) +1, Local Expert (undefined) +1. Benefices/Afflictions — **none**. Blessings/Curses — **none**.

Vuldrok (0#160)

Source: FICS, Attributes Points: 36, Options Points: 10 Value: **+140**. Attributes — STR+3 CON+3 BOD+4 MOV+2 INT+3 PRE+3 TEM+2 WIL+3 REF+3 TEC+4 AGI+3 AWA+3 Skills — Acrobatics +1, Athletics +1, Dodge +2, Fight +2, Dogma (Vuldrok Erdgheist) +1, Linguistics (Vuldrok) +1, Redemption (Tinkering) +2. Benefices/Afflictions — **none**. Blessings/Curses — **none**.

Ur Ukar (0#45) [ukari]

Source: FICS, Attributes Points: 39, Options Points: 14 Value: **+140**. Attributes — STR+3 CON+3 BOD+3 MOV+3 INT+3 PRE+3 TEM+3 WIL+3 REF+3 TEC+4 AGI+4 AWA+4 Skills — Athletics +2, Empathy +2, Fight +2, Focus +2, Observe +2, Stealth +2, Teaching +2, Linguistics (Ba'amon carvings) +1, Linguistics (Ukari) +1. Benefices/Afflictions — Ostracism (Mild) -2. Blessings/Curses — Bitter -2, Sensitive Touch +2.

Ur Obun (0#46)

Source: FICS, Attributes Points: 40, Options Points: 16 Value: **+140**. Attributes — STR+2 CON+3 BOD+2 MOV+3 INT+4 PRE+4 TEM+4 WIL+4 REF+4 TEC+3 AGI+3 AWA+3 Skills — Academia +2, Fight +2, Focus +2, Observe +2, Persuasion +2, Teaching +2, Dogma (Obun Bintaru) +1, Linguistics (Obuni) +1, Arts (undefined) +2. Benefices/Afflictions — **none**. Blessings/Curses — Condescending -2, Just +2.

Vorox (0#118) [vorox]

Source: FICS, Attributes Points: 45, Options Points: 25 Value: **+160**. Attributes — STR+5 CON+6 BOD+7 MOV+5 INT+2 PRE+3 TEM+4 WIL+3 REF+3 TEC+1 AGI+3 AWA+3 Skills — Acrobatics +3, Alchemy +2, Athletics +2, Fight +3, Impress +3, Surveillance +2, Survival +3, Linguistics (Vorox) +1. Benefices/Afflictions — Bite +2, Extra Limbs +4, No Occult -2. Blessings/Curses — Giant +2, Predatory +0, Sensistive Smell +2, Uncouth -2.

Grimson (0#152) [Changed]

Source: FICS, Attributes Points: 48, Options Points: 17 Value: **+161**. Attributes — STR+6 CON+6 BOD+6 MOV+6 INT+2 PRE+2 TEM+2 WIL+2 REF+6 TEC+2 AGI+6 AWA+2 Skills — Acrobatics +3, Athletics +4, Dodge +4, Fight +4, Melee +4, Warfare +1. Benefices/Afflictions — Stigma -4. Blessings/Curses — Giant +2, Unnerving -2.

Nobility Lifepath

Upbringing

Rural Estate al-Malik (10#34) [al-Malik]

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

High Court Decados (10#2) [Decados]

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

Landless 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.

Rural Estate Hazat (10#32) [Hazat]

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

Landless Li Halan (10#36) [Li Halan]

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

Rural Estate Decados (10#4) [Decados]

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

Landless Hazat (10#35) [Hazat]

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

Rural Estate Hawkwood (10#3) [Hawkwood]

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

High Court Li Halan (10#30) [Li Halan]

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

Rural Estate Li Halan (10#33) [Li Halan]

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

High Court Hazat (10#29) [Hazat]

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

Landless Decados (10#6) [Decados]

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

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

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

High Court Hawkwood (10#1) [Hawkwood]

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

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**.

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**.

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**.

Exiled Alecto (10#154) [Minor House]

Source: FICS, Attributes Points: 4, Options Points: 8 Value: **+20**. Attributes — STR+1 BOD+1 INT+1 TEM+1 Skills — Academia +1, Dodge +1, Etiquette +1, Leadership +2, Magna Carta +1, Oratory +1, Lore (undefined) +1. Benefices/Afflictions — **none**. Blessings/Curses — **none**.

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**.

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.

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.

Xanthippe Sisterhood Adept (10#158) [Minor House]

Source: FICS, Attributes Points: 4, Options Points: 8 Value: **+20**. Attributes — BOD+1 INT+1 PRE+2 Skills — Acrobatics +1, Dodge +1, Empathy +1, Etiquette +1, Melee +1, Oratory +1, Arts (Sculpture) +1, Performance (Dancing) +1. Benefices/Afflictions — **none**. Blessings/Curses — **none**.

Grail Masseri (10#200) [Minor House]

Source: FICS, Attributes Points: 4, Options Points: 8 Value: **+20**. Attributes — STR+1 WIL+2 TEC+1 Skills — Dodge +2, Etiquette +1, Streetwise +2, Teaching +1, Driving (undefined) +2. Benefices/Afflictions — **none**. Blessings/Curses — Bold +2, Impetuous -2.

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.**

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

Study (20#12) [Nobility]

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25.** Attributes — INT+2 PRE+2 TEM+1 Skills — Academia +2, Focus +3, Inquiry +1, Linguistics (Urthish) +1, Lore (undefined) +3. Benefices/Afflictions — **none.** Blessings/Curses — **none.**

Leisure Duelist (20#10) [Nobility]

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25.** Attributes — STR+1 CON+1 TEM+1 REF+1 AGI+1 Skills — Athletics +1, Dodge +2, Empathy +1, Impress +1, Melee +3, Remedy +1, Sneak +1. Benefices/Afflictions — **none.** Blessings/Curses — **none.**

Military Soldier (20#7) [Nobility]

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25.** Attributes — STR+1 CON+1 BOD+1 REF+2 Skills — Athletics +1, Fight +1, Leadership +1, Remedy +1, Shoot +2, Stoic Body +1, Stoic Mind +1, Survival +1, Warfare +1. Benefices/Afflictions — **none.** Blessings/Curses — **none.**

Diplomacy Intrigue (20#9) [Nobility]

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25.** Attributes — INT+2 PRE+1 WIL+1 AWA+1 Skills — Etiquette +2, Inquiry +1, Knavery +1, Observe +1, Oratory +1, Seduction +2, Stealth +1, Arts (undefined) +1. Benefices/Afflictions — **none.** Blessings/Curses — **none.**

Leisure Dandy (20#11) [Nobility]

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25.** Attributes — INT+2 TEM+1 REF+1 AWA+1 Skills — Academia +1, Empathy +1, Etiquette +1, Gambling +1, Observe +1, Riding +1, Seduction +1, Shoot +1, Arts (undefined) +1, Driving (undefined) +1. Benefices/Afflictions — **none.** Blessings/Curses — **none.**

Military Starman (20#14) [Nobility]

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25.** Attributes — INT+2 PRE+1 REF+1 AWA+1 Skills — Gunnery +1, Impress +1, Leadership +2, Melee +1, Remedy +1, Shoot +2, Think Machine +1, Science (undefined) +1. Benefices/Afflictions — **none.** Blessings/Curses — **none.**

Defrocked Noble (20#139) [Minor House]

Source: FICS, Attributes Points: 5, Options Points: 10 Value: **+25.** Attributes — CON+1 BOD+1 MOV+1 WIL+1 AWA+1 Skills — Beastcraft +1, Bribery +1, Bureaucracy +1, Dodge +1, Empathy +1, Etiquette +1, Forgery +1, Gambling +1, Knavery +1, Seduction +1. Benefices/Afflictions — **none.** Blessings/Curses — **none.**

Early Career

Court Duelist (30#15) [Nobility]

Source: FS2CRB, Attributes Points: 10, Options Points: 18 Value: **+48.** Attributes — STR+1 CON+1 MOV+1 INT+1 TEM+1 WIL+2 REF+1 AGI+1 AWA+1 Skills — Dodge +1, Etiquette +1, Melee +2, Remedy +1. Benefices/Afflictions — Fencing Actions (Silver sword) +10, Nobility +3. Blessings/Curses — **none.**

Military Command Soldier (30#13) [Nobility]

Source: FS2CRB, Attributes Points: 10, Options Points: 18 Value: **+48.** Attributes — STR+1 CON+1 BOD+1 MOV+1 INT+1 PRE+1 TEM+1 REF+1 AGI+1 AWA+1 Skills — Athletics +1, Dodge +1, Fight +1, Impress +2, Leadership +2, Melee +1, Observe +1, Remedy +1, Shoot +2, Survival +1, Warfare +2. Benefices/Afflictions — Nobility +3. Blessings/Curses — **none.**

Questing (30#17) [Nobility]

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

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 Ambassador (30#16) [Nobility]

Source: FS2CRB, Attributes Points: 10, Options Points: 18 Value: **+48.** Attributes — INT+2 PRE+2 TEM+1 WIL+2 REF+1 AWA+2 Skills — Etiquette +2, Knavery +2, Observe +1, Oratory +3, Persuasion +1, Seduction +2, Stealth +1, Linguistics (Urthish) +1, Arts (undefined) +1, Lore (undefined) +1. Benefices/Afflictions — Nobility +3. Blessings/Curses — **none.**

Defrocked Noble (30#140) [Minor House]

Source: FICS, Attributes Points: 10, Options Points: 18 Value: **+48.** Attributes — CON+2 BOD+1 MOV+1 INT+1 WIL+2 AGI+1 AWA+2 Skills — Disguise +1, Etiquette +2, Focus +1, Forgery +2, Gambling +2, Impress +1, Oratory +1, Streetwise +2, Redemption (Mech) +1, Lore (undefined) +2, Performance (undefined) +2. Benefices/Afflictions — Householder +1. Blessings/Curses — **none.**

Freefolk Lifepath

Upbringing

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.**

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

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

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

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

Country (10#51) [Church or Guild]

Source: FS2CRB, Attributes Points: 4, Options Points: 3 Value: **+15.** Attributes — STR+1 CON+1 MOV+1 TEM+1 Skills — Athletics +1, Beastcraft +1, Local Expert (undefined) +1.

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

Town (10#50) [Church or Guild]

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

Poor Class (10#54) [Church or Guild]

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

Serfdom (10#123) [Church or Guild]

Source: FICS, Attributes Points: 5, Options Points: 0 Value: **+15**. Attributes — STR+1 CON+1 BOD+1 MOV+1 AWA+1 Skills — Beastcraft +1, Remedy +1, Local Expert (undefined) +1. Benefices/Afflictions — Escaped Serf -2, Obligation -1. Blessings/Curses — **none**.

Apprenticeship

Early Career

Church Lifepath

Upbringing

Brother Battle Rookie (10#55) [Brother Battle]

Source: FS2CRB, Attributes Points: 4, Options Points: 8 Value: **+20**. Attributes — STR+1 BOD+1 TEM+1 AGI+1 Skills — Athletics +1, Dodge +1, Fight +1, Focus +1, Melee +1, Remedy +1, Shoot +1, Stoic Body +1. Benefices/Afflictions — **none**. Blessings/Curses — Clueless -2, Disciplined +2.

Apprenticeship

Orthodox Parish (20#60) [Orthodox]

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**. Attributes — INT+1 PRE+1 TEM+2 WIL+1 Skills — Empathy +1, Focus +1, Oratory +1, Remedy +1, Seduction +1, Surgery +1, Teaching +1, Dogma (Church of the Celestial Sun) +2, Local Expert (undefined) +1. Benefices/Afflictions — **none**. Blessings/Curses — Austere -2, Pious +2.

Temple Avesti Cathedral (20#58) [Avestite]

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**. Attributes — CON+1 TEM+2 AWA+2 Skills — Impress +1, Inquiry +1, Interrogation +2, Melee +1, Observe +1, Search +1, Shoot +1, Streetwise +1, Dogma (Church of the Celestial Sun) +1. Benefices/Afflictions — **none**. Blessings/Curses — Pious +2, Righteous -2.

Eskatonic Order Cathedral (20#57) [Eskatonic]

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**. Attributes — INT+1 PRE+2 TEM+2 Skills — Academia +1, Alchemy +1, Focus +3, Observe +1, Occult Arts +1, Stoic Mind +1, Linguistics (Latin) +2. Benefices/Afflictions — **none**. Blessings/Curses — Curious +2, Subtle -2.

Eskatonic Order Parish (20#61) [Eskatonic]

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**. Attributes — INT+1 PRE+2 TEM+2 Skills — Alchemy +1, Empathy +1, Focus +3, Observe +1, Occult Arts +1, Remedy +1, Stoic Mind +2. Benefices/Afflictions — **none**. Blessings/Curses — Curious +2, Subtle -2.

Orthodox Cathedral (20#56) [Orthodox]

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**. Attributes — INT+1 PRE+1 TEM+2 WIL+1 Skills — Academia +1, Etiquette +1, Focus +1, Oratory +2, Seduction +1,

Surgery +1, Dogma (Church of the Celestial Sun) +1, Linguistics (Latin) +1, Linguistics (Urthish) +1. Benefices/Afflictions — **none**. Blessings/Curses — Austere -2, Pious +2.

Temple Avesti Parish (20#124) [Avestite]

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**. Attributes — CON+1 TEM+2 AWA+2 Skills — Impress +2, Inquiry +2, Interrogation +1, Observe +1, Search +1, Shoot +2, Dogma (Church of the Celestial Sun) +1. Benefices/Afflictions — **none**. Blessings/Curses — **none**.

Sanctuary Aeon Cathedral (20#59) [Amalthean]

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**. Attributes — TEM+1 WIL+1 REF+2 TEC+1 Skills — Empathy +1, Remedy +2, Seduction +1, Stoic Mind +1, Surgery +3, Arts (Music) +1, Dogma (Church of the Celestial Sun) +1. Benefices/Afflictions — **none**. Blessings/Curses — Compassionate +2, Gullible -2.

Eskatonic Order Monastery (20#65) [Eskatonic]

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**. Attributes — INT+1 PRE+2 TEM+2 Skills — Academia +1, Alchemy +2, Focus +2, Occult Arts +1, Stoic Mind +1, Linguistics (Latin) +2, Linguistics (Urthish) +1. Benefices/Afflictions — **none**. Blessings/Curses — Curious +2, Subtle -2.

Sanctuary Aeon Parish (20#63) [Amalthean]

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**. Attributes — TEM+2 WIL+1 REF+2 Skills — Empathy +1, Remedy +2, Seduction +1, Stoic Mind +1, Surgery +3, Arts (Music) +1, Local Expert (undefined) +1. Benefices/Afflictions — **none**. Blessings/Curses — Compassionate +2, Gullible -2.

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

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**. Attributes — STR+1 CON+1 TEM+1 REF+1 AGI+1 Skills — Fight +1, Remedy +1, Shoot +1, Stoic Body +1. Benefices/Afflictions — Basic Mantok +6. Blessings/Curses — **none**.

Sanctuary Aeon Monastery (20#67) [Amalthean]

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**. Attributes — PRE+1 TEM+2 WIL+1 REF+1 Skills — Alchemy +1, Empathy +1, Remedy +2, Stoic Mind +1, Surgery +3, Dogma (Church of the Celestial Sun) +1, Linguistics (Urthish) +1. Benefices/Afflictions — **none**. Blessings/Curses — Compassionate +2, Gullible -2.

Temple Avesti Monastery (20#125) [Avestite]

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**. Attributes — CON+1 TEM+2 AWA+2 Skills — Beastcraft +1, Impress +1, Inquiry +1, Interrogation +1, Melee +1, Observe +1, Riding +1, Shadowing +2, Survival +1. Benefices/Afflictions — **none**. Blessings/Curses — Pious +2, Righteous -2.

Orthodox Monastery (20#64) [Orthodox]

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**. Attributes — INT+1 PRE+1 TEM+2 WIL+1 Skills — Academia +2, Focus +1, Stoic Mind +1, Surgery +1, Dogma (Church of the Celestial Sun) +2, Linguistics (Latin) +2, Linguistics (Urthish) +1. Benefices/Afflictions — **none**. Blessings/Curses — Austere -2, Pious +2.

Early Career

Healer (30#72) [Church]

Source: FS2CRB, Attributes Points: 10, Options Points: 18 Value: **+48**. Attributes — CON+1 INT+1 PRE+2 TEM+2 WIL+1 REF+2 TEC+1 Skills — Empathy +2, Focus +1, Observe +1, Oratory +1, Remedy +3, Seduction +2, Surgery +3, Redemption (Tinkering) +1, Local Expert (undefined) +1. Benefices/Afflictions — Ordained +3. Blessings/Curses — **none**.

Missionary (30#71) [Church]

Source: FS2CRB, Attributes Points: 10, Options Points: 18 Value: **+48.** Attributes — CON+1 BOD+1 INT+1 PRE+2 TEM+1 WIL+2 AWA+2 Skills — Beastcraft +1, Empathy +1, Focus +1, Inquiry +1, Observe +1, Oratory +2, Remedy +1, Riding +1, Seduction +3, Streetwise +1, Surgery +1, Dogma (Church of the Celestial Sun) +1. Benefices/Afflictions — Ordained +3. Blessings/Curses — **none**.

Preacher (30#69) [Church]

Source: FS2CRB, Attributes Points: 10, Options Points: 18 Value: **+48.** Attributes — INT+2 PRE+3 TEM+2 WIL+2 AWA+1 Skills — Empathy +2, Focus +1, Impress +2, Inquiry +1, Observe +1, Oratory +3, Seduction +1, Surgery +1, Dogma (Church of the Celestial Sun) +1, Linguistics (Latin) +2. Benefices/Afflictions — Ordained +3. Blessings/Curses — **none**.

Monk (30#70) [Church]

Source: FS2CRB, Attributes Points: 10, Options Points: 18 Value: **+48.** Attributes — BOD+1 INT+2 PRE+2 TEM+2 WIL+2 AWA+1 Skills — Academia +1, Empathy +1, Focus +3, Inquiry +1, Observe +1, Remedy +1, Stoic Body +1, Stoic Mind +1, Surgery +1, Dogma (Church of the Celestial Sun) +1, Linguistics (Latin) +2, Lore (undefined) +1. Benefices/Afflictions — Ordained +3. Blessings/Curses — **none**.

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

Source: FS2CRB, Attributes Points: 10, Options Points: 18 Value: **+48.** Attributes — STR+2 CON+1 BOD+2 MOV+1 PRE+1 TEM+1 WIL+1 REF+1 Skills — Dodge +1, Fight +2, Melee +1, Shoot +2, Stoic Body +2, Surgery +1, Survival +1, Warfare +1. Benefices/Afflictions — Ordained +3, Superior Mantok Technique +4. Blessings/Curses — **none**.

Inquisitor (30#73) [Church]

Source: FS2CRB, Attributes Points: 10, Options Points: 18 Value: **+48.** Attributes — STR+2 CON+1 MOV+1 TEM+1 WIL+2 REF+1 AWA+2 Skills — Athletics +1, Impress +2, Inquiry +1, Interrogation +1, Observe +2, Search +1, Shadowing +1, Shoot +2, Stealth +1, Stoic Body +1, Streetwise +1, Lore (Heresy) +1. Benefices/Afflictions — Ordained +3. Blessings/Curses — **none**.

Guild Lifepath

Upbringing

Apprenticeship

Academy Charioteers (20#75) [Charioteer]

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25.** Attributes — INT+1 PRE+2 REF+2 Skills — Impress +1, Remedy +1, Driving (Heavy Transport Vehicle) +2, Driving (Landcraft) +3, Lore (Spacesuit) +2, Redemption (Tinkering) +1. Benefices/Afflictions — **none**. Blessings/Curses — Curious +2, Nosy -2.

Street Scravers (20#87) [Scravers]

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25.** Attributes — STR+1 MOV+1 AGI+1 AWA+2 Skills — Dodge +1, Gambling +1, Knavery +1, Shoot +2, Stealth +1, Streetwise +2, Linguistics (Scravers' Cant) +2. Benefices/Afflictions — **none**. Blessings/Curses — Lucky at cards +2, Possessive -2.

Guildhall Muster (20#83) [Muster]

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25.** Attributes — STR+1 REF+1 TEC+2 AGI+1 Skills — Fight +1, Impress +1, Remedy +1, Search +1, Shoot +1, Streetwise +2, Redemption (Mech) +1, Driving (undefined) +1, Lore (undefined) +1. Benefices/Afflictions — **none**. Blessings/Curses — Bold +2, Callous -2.

Academy Scravers (20#77) [Scravers]

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25.** Attributes — STR+2 TEM+1 AWA+2 Skills — Fight +1, Gambling +1, Impress +1, Inquiry +1, Knavery +1, Sneak +1, Streetwise +2, Linguistics (Scravers' Cant) +2. Benefices/Afflictions — **none**. Blessings/Curses — Possessive -2, The Man +2.

Guildhall Engineer (20#81) [Engineer]

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25.** Attributes — INT+1 REF+1 TEC+3 Skills — Inquiry +1, Shoot +1, Think Machine +1, Linguistics (Urthtech) +1, Redemption (Mech) +1, Redemption (Volt) +2, Science (primary speciality) +2, Science (secondary speciality) +1. Benefices/Afflictions — **none**. Blessings/Curses — Innovative +2, Unnerving -2.

Guildhall Reeves (20#84) [Reeves]

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25.** Attributes — INT+2 PRE+1 AWA+2 Skills — Academia +1, Bureaucracy +1, Etiquette +1, Impress +1, Inquiry +1, Magna Carta +1, Observe +1, Oratory +1, Linguistics (Latin) +2. Benefices/Afflictions — **none**. Blessings/Curses — Mammon -2, Shrewd +2.

Academy Muster (20#78) [Muster]

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25.** Attributes — STR+1 REF+2 TEC+2 Skills — Fight +1, Impress +1, Remedy +1, Shoot +2, Streetwise +1, Redemption (Mech) +1, Driving (undefined) +2, Lore (undefined) +1. Benefices/Afflictions — **none**. Blessings/Curses — Bold +2, Callous -2.

Street Muster (20#88) [Muster]

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25.** Attributes — STR+1 CON+1 REF+1 TEC+1 AGI+1 Skills — Impress +1, Knavery +1, Melee +1, Remedy +1, Search +1, Shadowing +1, Shoot +1, Streetwise +2, Driving (undefined) +1. Benefices/Afflictions — **none**. Blessings/Curses — Bold +2, Callous -2.

Street Engineer (20#86) [Engineer]

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25.** Attributes — INT+1 REF+2 TEC+2 Skills — Inquiry +1, Shoot +1, Streetwise +1, Think Machine +1, Linguistics (Urthtech) +2, Redemption (Mech) +2, Science (primary speciality) +2. Benefices/Afflictions — **none**. Blessings/Curses — Innovative +2, Unnerving -2.

Guildhall Charioteers (20#129) [Charioteer]

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25.** Attributes — INT+1 PRE+2 REF+2 Skills — Empathy +1, Impress +1, Remedy +1, Driving (Heavy Transport Vehicle) +2, Driving (Railway) +1, Redemption (Tinkering) +2, Linguistics (undefined) +1, Lore (undefined) +1. Benefices/Afflictions — **none**. Blessings/Curses — Curious +2, Nosy -2.

Academy Engineers (20#76) [Engineer]

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25.** Attributes — INT+1 REF+1 TEC+3 Skills — Inquiry +1, Think Machine +1, Linguistics (Urthtech) +1, Redemption (Mech) +2, Redemption (Volt) +1, Science (primary speciality) +3, Science (secondary speciality) +1. Benefices/Afflictions — **none**. Blessings/Curses — Innovative +2, Unnerving -2.

Academy Reeves (20#79) [Reeves]

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25.** Attributes — INT+2 TEM+1 AWA+2 Skills — Academia +1, Bureaucracy +1, Etiquette +1, Impress +1, Inquiry +1, Magna Carta +1, Oratory +2, Arts (Rhetoric) +1, Linguistics (Latin) +1. Benefices/Afflictions — **none**. Blessings/Curses — Mammon -2, Shrewd +2.

Street Reeves (20#89) [Reeves]

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25.** Attributes — INT+2 AGI+1 AWA+2 Skills — Academia +1, Etiquette +1, Impress +1, Inquiry +1, Magna Carta +1, Observe +1, Oratory +1, Shoot +1, Stealth +1, Streetwise +1. Benefices/Afflictions — **none**. Blessings/Curses — Mammon -2, Shrewd +2.

Guildhall Scraver (20#82) [Scravers]

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25.** Attributes — STR+2 TEM+1 AWA+2 Skills — Dodge +1, Gambling +1, Impress +1, Inquiry +1, Knavery +1, Shoot +1,

Sneak +1, Streetwise +1, Linguistics (Scravers' Cant) +2. Benefices/Afflictions — **none**. Blessings/Curses — Lucky at cards +2, Possessive -2.

Streets Charioteers (20#128) [Charioteer]

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**. Attributes — INT+1 PRE+2 REF+2 Skills — Impress +1, Knavery +1, Remedy +1, Streetwise +2, Trading +1, Driving (Landcraft) +1, Redemption (Tinkering) +1, Linguistics (undefined) +1, Lore (undefined) +1. Benefices/Afflictions — **none**. Blessings/Curses — Curious +2, Nosy -2.

Early Career

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**.

Mercenary Soldier (30#95) [Guild]

Source: FS2CRB, Attributes Points: 10, Options Points: 18 Value: **+48**. Attributes — STR+1 CON+1 BOD+2 WIL+2 REF+2 TEC+1 AGI+1 Skills — Athletics +1, Dodge +1, Fight +2, Impress +1, Melee +2, Remedy +1, Shadowing +1, Shoot +3, Survival +1, Redemption (Mech) +1, Driving (undefined) +1. Benefices/Afflictions — Commission +3. Blessings/Curses — **none**.

Scientist (30#98) [Guild]

Source: FS2CRB, Attributes Points: 10, Options Points: 18 Value: **+48**. Attributes — INT+2 PRE+2 TEM+1 WIL+1 TEC+2 AWA+2 Skills — Academia +1, Focus +1, Inquiry +1, Think Machine +1, Linguistics (Urthtech) +2, Redemption (Forbidden Lore) +1, Redemption (Mech) +1, Redemption (Volt) +2, Science (primary speciality) +3, Science (secondary speciality) +2. Benefices/Afflictions — Commission +3. Blessings/Curses — **none**.

Starship Gunner (30#94) [Guild]

Source: FS2CRB, Attributes Points: 10, Options Points: 18 Value: **+48**. Attributes — BOD+1 MOV+1 TEM+1 WIL+2 REF+2 TEC+1 AWA+2 Skills — Acrobatics +2, Athletics +1, Dodge +1, Gunnery +3, Melee +1, Remedy +1, Security +1, Sensors +1, Shoot +2, Think Machine +1, Lore (Jumpweb) +1. Benefices/Afflictions — Commission +3. Blessings/Curses — **none**.

Thief (30#99) [Guild]

Source: FS2CRB, Attributes Points: 10, Options Points: 18 Value: **+48**. Attributes — CON+1 BOD+2 MOV+1 WIL+2 REF+1 AGI+1 AWA+2 Skills — Acrobatics +1, Athletics +1, Bureaucracy +1, Dodge +1, Forgery +1, Gambling +1, Impress +1, Inquiry +1, Observe +1, Security +1, Shoot +1, Sneak +1, Stealth +2, Redemption (Tinkering) +1. Benefices/Afflictions — Commission +3. Blessings/Curses — **none**.

Market Money Lender (30#91) [Guild]

Source: FS2CRB, Attributes Points: 10, Options Points: 18 Value: **+48**. Attributes — STR+1 BOD+1 MOV+1 PRE+1 WIL+3 REF+1 AGI+1 AWA+1 Skills — Academia +1, Etiquette +2, Forgery +2, Gambling +1, Interrogation +1, Knavery +1, Magna Carta +2, Persuasion +1. Benefices/Afflictions — Cash +1, Commission +3, Contact +1, Gossip Network +2. Blessings/Curses — **none**.

Market Merchant (30#90) [Guild]

Source: FS2CRB, Attributes Points: 10, Options Points: 18 Value: **+48**. Attributes — CON+1 MOV+1 PRE+2 WIL+2 REF+1 TEC+1 AWA+2 Skills — Fight +1, Gambling +1, Inquiry +2, Knavery +1, Observe +1, Seduction +2, Sneak +1, Streetwise +2, Trading +2, Linguistics (undefined) +1, Lore (undefined) +1. Benefices/Afflictions — Commission +3. Blessings/Curses — **none**.

Spy (30#100) [Guild]

Source: FS2CRB, Attributes Points: 10, Options Points: 18 Value: **+48**. Attributes — STR+1 CON+1 BOD+1 MOV+1 TEM+1 WIL+1 REF+1 AGI+1 AWA+2 Skills — Cryptography +2, Disguise

+1, Dodge +1, Forgery +1, Inquiry +2, Melee +1, Spycraft +3, Streetwise +1, Think Machine +2, Lore (undefined) +1. Benefices/Afflictions — Commission +3. Blessings/Curses — **none**.

Starship Engineer (30#93) [Guild]

Source: FS2CRB, Attributes Points: 10, Options Points: 18 Value: **+48**. Attributes — BOD+1 MOV+1 INT+2 WIL+2 TEC+3 AWA+1 Skills — Academia +1, Cybernetics +1, Focus +2, Melee +1, Observe +2, Sensors +1, Think Machine +1, Driving (Celestial Sailing) +1, Redemption (Forbidden Lore) +2, Redemption (Mech) +1, Redemption (Volt) +1, Science (Engineering) +1. Benefices/Afflictions — Commission +3. Blessings/Curses — **none**.

Starship Pilot (30#92) [Guild]

Source: FS2CRB, Attributes Points: 10, Options Points: 18 Value: **+48**. Attributes — BOD+1 INT+2 PRE+1 WIL+2 REF+2 TEC+1 AWA+1 Skills — Gunnery +1, Magna Carta +1, Melee +1, Navigation +1, Observe +1, Remedy +1, Sensors +1, Shoot +1, Think Machine +1, Driving (Celestial Sailing) +4, Driving (Skycraft Piloting) +1, Lore (Jumpweb) +1. Benefices/Afflictions — Commission +3. Blessings/Curses — **none**.

Scholar (30#97) [Guild]

Source: FS2CRB, Attributes Points: 10, Options Points: 18 Value: **+48**. Attributes — INT+2 PRE+2 TEM+2 WIL+1 TEC+1 AWA+2 Skills — Academia +1, Cybernetics +1, Etiquette +1, Focus +1, Inquiry +1, Observe +1, Oratory +1, Seduction +1, Think Machine +1, Linguistics (Urthish) +1, Lore (undefined) +2, Science (undefined) +3. Benefices/Afflictions — Commission +3. Blessings/Curses — **none**.

Royale House Soldier (30#144)

Source: FICS, Attributes Points: 10, Options Points: 18 Value: **+48**. Attributes — STR+1 CON+1 BOD+1 MOV+1 WIL+2 REF+1 TEC+1 AGI+1 AWA+1 Skills — Academia +1, Bureaucracy +1, Dodge +2, Empathy +1, Etiquette +2, Security +1, Sensors +1, Shoot +2, Surveillance +1, Driving (undefined) +1, Lore (undefined) +2. Benefices/Afflictions — Commission +3. Blessings/Curses — **none**.

Alien Lifepath

Upbringing

Kordeth Spawn (10#108) [ukari]

Source: FS2CRB, Attributes Points: 5, Options Points: 5 Value: **+20**. Attributes — CON+1 WIL+1 REF+1 TEC+1 AWA+1 Skills — Fight +1, Knavery +1, Stealth +1, Survival +1, Lore (Kordeth System) +1. Benefices/Afflictions — **none**. Blessings/Curses — **none**.

Velisamil Ur Obun (10#101) [obuni]

Source: FS2CRB, Attributes Points: 4, Options Points: 8 Value: **+20**. Attributes — PRE+1 TEM+1 WIL+1 TEC+1 Skills — Empathy +2, Etiquette +1, Focus +1, Stoic Body +1, Stoic Mind +1, Linguistics (Urthish) +2. Benefices/Afflictions — **none**. Blessings/Curses — **none**.

Vorox Li Halan Cub (10#134) [vorox]

Source: FS2CRB, Attributes Points: 4, Options Points: 8 Value: **+20**. Attributes — STR+1 CON+1 REF+1 AGI+1 Skills — Acrobatics +1, Dodge +1, Fight +1, Shadowing +2, Shoot +1, Warfare +2. Benefices/Afflictions — **none**. Blessings/Curses — **none**.

Aylon Spawn (10#122) [ukari]

Source: FICS, Attributes Points: 5, Options Points: 5 Value: **+20**. Attributes — CON+1 REF+1 TEC+2 AWA+1 Skills — Disguise +1, Etiquette +1, Politics +1, Streetwise +1, Trading +1. Benefices/Afflictions — **none**. Blessings/Curses — **none**.

Verona Ukari (10#199) [Verona]

Source: FICS, Attributes Points: 5, Options Points: 5 Value: **+20**. Attributes — BOD+1 MOV+1 WIL+1 TEC+1 Skills — Impress +1, Melee +1, Occult Arts +1, Linguistics (Rital) +1, Linguistics (Ukari) +1. Benefices/Afflictions — **none**. Blessings/Curses — **none**.

Apprenticeship

Clan Chieftain (20#109) [ukari]

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**. Attributes — INT+1 PRE+1 WIL+1 REF+1 AWA+1 Skills — Alchemy +1, Dodge +1, Impress +1, Knavery +1, Leadership +1, Melee +1, Shoot +1, Stoic Mind +1, Survival +1, Linguistics (Ba'amon carvings) +1. Benefices/Afflictions — **none**. Blessings/Curses — **none**.

Clan Warrior (20#110) [ukari]

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**. Attributes — STR+1 CON+1 WIL+1 REF+1 AGI+1 Skills — Alchemy +1, Dodge +2, Fight +2, Impress +1, Melee +2, Observe +1, Shoot +1. Benefices/Afflictions — **none**. Blessings/Curses — **none**.

Voavenlohjun Abbot (20#106) [obuni]

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**. Attributes — INT+2 PRE+1 TEM+2 Skills — Academia +1, Alchemy +1, Focus +2, Observe +1, Remedy +1, Seduction +1, Stoic Mind +2, Lore (undefined) +1. Benefices/Afflictions — **none**. Blessings/Curses — **none**.

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

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**. Attributes — INT+2 PRE+2 AWA+1 Skills — Empathy +1, Etiquette +1, Focus +1, Inquiry +1, Observe +1, Oratory +1, Seduction +2, Stoic Mind +1, Lore (undefined) +1. Benefices/Afflictions — **none**. Blessings/Curses — **none**.

Vhem Saahen Learner (20#104) [obuni]

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**. Attributes — STR+1 CON+1 WIL+1 REF+1 AGI+1 Skills — Athletics +1, Dodge +2, Fight +2, Focus +1, Melee +2, Shoot +2. Benefices/Afflictions — **none**. Blessings/Curses — **none**.

Bava! Recruit (20#111) [ukari]

Source: FS2CRB, Attributes Points: 6, Options Points: 7 Value: **+25**. Attributes — BOD+1 MOV+1 WIL+1 REF+1 TEC+1 AGI+1 Skills — Cryptography +2, Demolition +2, Disguise +2, Dodge +1, Politics +2. Benefices/Afflictions — Dark Secret -1, Outlaw -1. Blessings/Curses — **none**.

Vorox Commando (20#136) [vorox]

Source: FICS, Attributes Points: 6, Options Points: 7 Value: **+25**. Attributes — STR+1 CON+1 BOD+2 MOV+1 TEC+1 Skills — Alchemy +1, Dodge +1, Gunnery +1, Heavy Weapons +2, Xenology (Urthish) +2. Benefices/Afflictions — **none**. Blessings/Curses — **none**.

Vorox Scout (20#146) [vorox]

Source: FICS, Attributes Points: 5, Options Points: 10 Value: **+25**. Attributes — CON+1 BOD+1 TEC+1 AGI+1 AWA+1 Skills — Demolition +1, Dodge +1, Focus +1, Navigation +1, Security +1, Shadowing +2, Stealth +2, Surveillance +1. Benefices/Afflictions — **none**. Blessings/Curses — **none**.

Vorox Escort (20#147) [vorox]

Source: FICS, Attributes Points: 5, Options Points: 10 Value: **+25**. Attributes — STR+1 BOD+1 MOV+1 REF+1 AWA+1 Skills — Acrobatics +1, Athletics +1, Dodge +1, Empathy +1, Etiquette +1, Fight +2, Heavy Weapons +2, Impress +1. Benefices/Afflictions — **none**. Blessings/Curses — **none**.

Early Career

Clan Warrior (30#113) [ukari]

Source: FS2CRB, Attributes Points: 10, Options Points: 18 Value: **+48**. Attributes — CON+1 BOD+1 MOV+2 REF+1 TEC+1 AGI+2 AWA+2 Skills — Acrobatics +2, Athletics +2, Dodge +3, Focus +2, Knavery +1, Melee +3, Observe +2, Stealth +1, Warfare +2.

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

Vhem Saahen Herald (30#107) [obuni]

Source: FS2CRB, Attributes Points: 10, Options Points: 18 Value: **+48**. Attributes — STR+1 BOD+1 MOV+1 INT+1 WIL+2 REF+1 AGI+2 AWA+1 Skills — Acrobatics +1, Athletics +1, Dodge +2, Melee +2, Remedy +2, Shoot +2, Stoic Mind +2. Benefices/Afflictions — Fencing Actions (Bronze sword) +6. Blessings/Curses — **none**.

Clan Chieftain (30#112) [ukari]

Source: FS2CRB, Attributes Points: 10, Options Points: 18 Value: **+48**. Attributes — BOD+1 MOV+1 INT+2 TEM+1 WIL+3 TEC+1 AWA+1 Skills — Academia +2, Empathy +1, Etiquette +2, Impress +2, Leadership +3, Security +2, Spycraft +1, Linguistics (undefined) +2, Lore (undefined) +3. Benefices/Afflictions — **none**. Blessings/Curses — **none**.

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

Source: FS2CRB, Attributes Points: 10, Options Points: 18 Value: **+48**. Attributes — BOD+1 INT+2 PRE+1 TEM+2 WIL+2 AWA+1 Skills — Empathy +1, Etiquette +2, Inquiry +2, Observe +1, Oratory +1, Politics +2, Seduction +2, Stoic Mind +2, Lore (undefined) +2. Benefices/Afflictions — Ordained +3. Blessings/Curses — **none**.

Vooavenlohjun Priest (30#202) [obuni]

Source: FS2CRB, Attributes Points: 10, Options Points: 18 Value: **+48**. Attributes — BOD+1 INT+1 PRE+2 TEM+1 WIL+2 REF+1 AWA+2 Skills — Academia +1, Alchemy +1, Dodge +1, Empathy +1, Focus +3, Occult Arts +1, Remedy +1, Surgery +1, Dogma (undefined) +1, Lore (undefined) +1. Benefices/Afflictions — Occult Mastery 1 +6. Blessings/Curses — **none**.

Bava! Agent (30#114) [ukari]

Source: FICS, Attributes Points: 10, Options Points: 18 Value: **+48**. Attributes — CON+1 MOV+1 INT+1 PRE+1 TEM+1 WIL+2 TEC+2 AGI+1 Skills — Athletics +1, Bribery +1, Cryptography +0, Demolition +1, Disguise +1, Empathy +1, Forgery +1, Impress +1, Observe +1, Oratory +1, Security +2, Sensors +1, Shadowing +2, Streetwise +1, Surveillance +1, Think Machine +1, Dogma (Ukar Banjak) +1. Benefices/Afflictions — **none**. Blessings/Curses — **none**.

Vorox Trooper (30#135) [vorox]

Source: FICS, Attributes Points: 5, Options Points: 33 Value: **+48**. Attributes — STR+1 MOV+1 WIL+1 REF+1 AWA+1 Skills — Acrobatics +2, Athletics +2, Dodge +2, Empathy +1, Focus +2, Melee +2, Observe +2, Shoot +2, Lore (Symbiots) +2. Benefices/Afflictions — Graa Fighting +6, Vorox Gun Manoeuvres +10. Blessings/Curses — **none**.

Worldly Benefits

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**.

Friends (50#21)

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

Promotion & Rewards (50#18)

Source: FS2CRB, Attributes Points: 0, Options Points: 7 Value: **+7**. Attributes — **none**. Skills — **none**. Benefices/Afflictions — Assets +5, Rise Rank by 1 +2. Blessings/Curses — **none**.

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**.

High Promotion (50#19)

Source: FS2CRB, Attributes Points: 0, Options Points: 7 Value: **+7**. Attributes — **none**. Skills — **none**. Benefices/Afflictions — Cash +3, Rise Rank By 2 +4. Blessings/Curses — **none**.

Friends & Rewards (50#141)

Source: FICS, Attributes Points: 0, Options Points: 7 Value: **+7**. Attributes — **none**. Skills — **none**. Benefices/Afflictions — Ally +2, Assets +3, Gossip Network +2. Blessings/Curses — **none**.

Tour of Duty

Crimelord (40#201)

Source: FS2CRB, Attributes Points: 2, Options Points: 14 Value: **+20**. Attributes — PRE+1 AWA+1 Skills — Bribery +2, Bureaucracy +2, Cryptography +2, Leadership +2, Security +2, Local Expert (undefined) +2, Lore (undefined) +2. Benefices/Afflictions — Dark Secret -3, Gossip Network +2, Obligation -3, Retinue +4. Blessings/Curses — **none**.

Native Theurge (40#44)

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

Cybernetics Loaded For Bear (40#27)

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

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**.

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**.

Cybernetics Tweaked (40#26)

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

Native Psychic (40#25)

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

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**.

Noble Confessor (40#197)

Source: FS2CRB, Attributes Points: 2, Options Points: 14 Value: **+20**. Attributes — TEM+1 AWA+1 Skills — Academia +1, Empathy +2, Etiquette +1, Focus +1, Oratory +2, Persuasion +2, Politics +1, Dogma (undefined) +2, Lore (undefined) +2. Benefices/Afflictions — **none**. Blessings/Curses — **none**.

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**.

Kalinthi Envoy (40#149) [kalinthi]

Source: FICS, Attributes Points: 2, Options Points: 14 Value: **+20**. Attributes — TEM+1 WIL+1 Skills — Etiquette +2, Focus +2, Occult Arts +2, Stoic Mind +2, Lore (Antinomy) +2, Lore (Favyana Coven) +1, Lore (Heresy) +1, Lore (Invisible Path Coven) +1, Lore (Kalinthi) +1. Benefices/Afflictions — **none**. Blessings/Curses — **none**.

Full Free Customization (40#145)

Source: FICS, Attributes Points: 60, Options Points: 120 Value: **+300**. Attributes — Skills — **none**. Benefices/Afflictions — **none**. Blessings/Curses — **none**.

Slayers Guild Agent (40#142)

Source: FICS, Attributes Points: 4, Options Points: 18 Value: **+30**. Attributes — CON+1 INT+1 TEC+1 AWA+1 Skills — Acrobatics +1, Acting +3, Alchemy +2, Disguise +1, Dodge +1, Empathy +1, Focus +1, Inquiry +2, Search +1, Security +2, Shadowing +1, Surveillance +2. Benefices/Afflictions — **none**. Blessings/Curses — **none**.

Diplomatic Mission (40#208)

Source: FICS, Attributes Points: 2, Options Points: 14 Value: **+20**. Attributes — PRE+1 AWA+1 Skills — Empathy +2, Etiquette +3, Knavery +1, Observe +1, Oratory +1, Seduction +2, Linguistics (undefined) +2, Lore (undefined) +2. Benefices/Afflictions — **none**. Blessings/Curses — **none**.

House Duellist (40#212)

Source: FICS, Attributes Points: 2, Options Points: 14 Value: **+20**. Attributes — REF+1 AGI+1 Skills — Acrobatics +1, Athletics +1, Dodge +2, Empathy +2, Impress +2, Melee +2, Observe +2, Stoic Mind +2. Benefices/Afflictions — **none**. Blessings/Curses — **none**.

Landlord (40#214)

Source: FICS, Attributes Points: 2, Options Points: 14 Value: **+20**. Attributes — PRE+1 WIL+1 Skills — Bribery +1, Bureaucracy +2, Etiquette +1, Leadership +1, Magna Carta +2, Oratory +1, Driving (undefined) +1, Lore (undefined) +2, Redemption (undefined) +2, Science (undefined) +1. Benefices/Afflictions — **none**. Blessings/Curses — **none**.

Low Free Customization (40#193)

Source: FICS, Attributes Points: 0, Options Points: 240 Value: **+240**. Attributes — **none**. Skills — **none**. Benefices/Afflictions — **none**. Blessings/Curses — **none**.

Corporate Militia (40#207) [Zaibatsu]

Source: FICS, Attributes Points: 2, Options Points: 14 Value: **+20**. Attributes — CON+1 BOD+1 Skills — Acrobatics +1, Bureaucracy +1, Cryptography +1, Cybernetics +1, Dodge +1, Driving +1, Forgery +2, Observe +2, Security +2, Think Machine +2. Benefices/Afflictions — **none**. Blessings/Curses — **none**.

Bailliff (40#203) [Marketplace]

Source: FICS, Attributes Points: 2, Options Points: 14 Value: **+20**. Attributes — INT+1 PRE+1 Skills — Bribery +2, Bureaucracy +1, Etiquette +2, Forgery +1, Knavery +1, Magna Carta +2, Oratory +2, Linguistics (Latin) +1, Lore (undefined) +2. Benefices/Afflictions — **none**. Blessings/Curses — **none**.

Live Performer (40#205) [Marketplace]

Source: FICS, Attributes Points: 2, Options Points: 14 Value: **+20**. Attributes — PRE+2 Skills — Academia +1, Acrobatics +1, Acting +3, Empathy +2, Etiquette +1, Politics +1, Arts (undefined) +2, Performance (undefined) +3. Benefices/Afflictions — **none**.

Blessings/Curses — **none**.

Traveller (40#211)

Source: FICS, Attributes Points: 2, Options Points: 14 Value: **+20**. Attributes — CON+1 MOV+1 Skills — Academia +2, Empathy +1, Forgery +1, Inquiry +1, Navigation +1, Oratory +1, Search +1, Survival +1, Driving (undefined) +2, Lore (undefined) +2, Xenology (undefined) +1. Benefices/Afflictions — **none**. Blessings/Curses — **none**.

Pilgrim Escort (40#131) [Church]

Source: FICS, Attributes Points: 2, Options Points: 14 Value: **+20**. Attributes — BOD+1 MOV+1 Skills — Athletics +1, Bribery +1, Bureaucracy +1, Dodge +1, Empathy +2, Etiquette +1, Melee +2, Observe +1, Oratory +1, Teaching +1, Dogma (Church of the Celestial Sun) +1, Dogma (undefined) +1. Benefices/Afflictions — **none**. Blessings/Curses — **none**.

Chapter Monk (40#138) [Amalthean]

Source: FICS, Attributes Points: 6, Options Points: 12 Value: **+30**. Attributes — CON+1 TEM+2 WIL+1 Skills — Dodge +2, Empathy +2, Focus +1, Melee +2, Persuasion +1, Stoic Mind +1, Dogma (Stellar Apocryphon) +1. Benefices/Afflictions — Chapter Occult Attunement +3, Vow of Celibacy -1. Blessings/Curses — **none**.

Caliphate Wars Veteran (5011) (40#40)

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

Corporate Executive (40#206) [Zaibatsu]

Source: FICS, Attributes Points: 2, Options Points: 14 Value: **+20**. Attributes — INT+1 WIL+1 Skills — Academia +1, Bribery +2, Bureaucracy +2, Cryptography +1, Focus +1, Leadership +2, Politics +1, Think Machine +1, Trading +1, Lore (undefined) +2. Benefices/Afflictions — **none**. Blessings/Curses — **none**.

Dilletante (40#210)

Source: FICS, Attributes Points: 2, Options Points: 14 Value: **+20**. Attributes — INT+1 WIL+1 Skills — Academia +1, Acting +1, Etiquette +1, Focus +1, Gambling +1, Observe +1, Think Machine +1, Trading +1, Arts (undefined) +2, Lore (undefined) +2, Performance (undefined) +2. Benefices/Afflictions — **none**. Blessings/Curses — **none**.

Fief Holder (40#132) [Nobility]

Source: FICS, Attributes Points: 2, Options Points: 14 Value: **+20**. Attributes — PRE+2 Skills — Empathy +1, Etiquette +1, Gambling +1, Impress +1, Leadership +3, Security +1, Seduction +1, Local Expert (undefined) +1, Lore (undefined) +1. Benefices/Afflictions — Retinue +3. Blessings/Curses — **none**.

Junkie in satin (40#213)

Source: FICS, Attributes Points: 2, Options Points: 14 Value: **+20**. Attributes — TEM+1 AWA+1 Skills — Alchemy +2, Bribery +1, Forgery +2, Knavery +2, Persuasion +1, Security +1, Shadowing +1, Sneak +2, Streetwise +1, Lore (undefined) +2. Benefices/Afflictions — Addiction -1. Blessings/Curses — **none**.

Banjaka Sadaroun (40#116) [ukari]

Source: FICS, Attributes Points: 4, Options Points: 8 Value: **+20**. Attributes — PRE+1 WIL+1 Skills — Occult Arts +2, Oratory +2, Stoic Mind +1, Dogma (Ukar Banjak) +2, Linguistics (Ba'amon carvings) +1. Benefices/Afflictions — **none**. Blessings/Curses — **none**.

Military Officer (40#209)

Source: FICS, Attributes Points: 2, Options Points: 14 Value: **+20**. Attributes — BOD+1 TEM+1 Skills — Athletics +2, Bureaucracy +2, Dodge +1, Fight +1, Leadership +2, Melee +1, Shoot +1, Warfare +2, Lore (undefined) +2. Benefices/Afflictions — **none**. Blessings/Curses — **none**.

Star Nations Veteran (5007) (40#43)

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

Craftman (40#204) [Marketplace]

Source: FICS, Attributes Points: 2, Options Points: 14 Value: **+20**. Attributes — INT+1 AWA+1 Skills — Beastcraft +1, Bureaucracy +2, Etiquette +2, Inquiry +1, Teaching +1, Driving (undefined) +2, Lore (undefined) +2, Redemption (undefined) +1, Science (undefined) +2. Benefices/Afflictions — **none**. Blessings/Curses — **none**.

Veronese Resistance Fighter (40#216)

Source: FICS, Attributes Points: 2, Options Points: 14 Value: **+20**. Attributes — CON+1 MOV+1 Skills — Athletics +1, Fight +1, Focus +1, Observe +1, Sensors +1, Sneak +2, Stealth +2, Stoic Body +2, Survival +2, Warfare +1. Benefices/Afflictions — **none**. Blessings/Curses — **none**.

Icon Veteran (5019) (40#247)

Source: FICS, Attributes Points: 2, Options Points: 14 Value: **+20**. Attributes — BOD+1 WIL+1 Skills — Cryptography +2, Demolition +2, Gunnery +2, Observe +2, Spycraft +2, Survival +2, Driving (Celestial Sailing) +2. Benefices/Afflictions — **none**. Blessings/Curses — **none**.

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

Source: FICS, Attributes Points: 2, Options Points: 14 Value: **+20**. Attributes — TEC+1 AWA+1 Skills — Cybernetics +2, Observe +2, Arts (Sculpture) +4, Redemption (Clockworking) +2, Science (Clockworking) +2, Science (Cybernetics) +2. Benefices/Afflictions — **none**. Blessings/Curses — **none**.

Stigmata Veteran (5013) (40#42)

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

Imperial Cadet (40#47) [Royale House]

Source: FICS, Attributes Points: 6, Options Points: 2 Value: **+20**. Attributes — CON+1 BOD+1 PRE+1 TEM+1 REF+1 TEC+1 Skills — Etiquette +2. Benefices/Afflictions — **none**. Blessings/Curses — **none**.

Street Cartel Thug (40#48) [Marketplace]

Source: FICS, Attributes Points: 3, Options Points: 11 Value: **+20**. Attributes — STR+1 BOD+1 AWA+1 Skills — Alchemy +1, Dodge +1, Fight +2, Impress +2, Interrogation +1, Knavery +1, Shadowing +1, Streetwise +2. Benefices/Afflictions — **none**. Blessings/Curses — **none**.

Standard Tour (single round) (40#127)

Source: FICS, Attributes Points: 1, Options Points: 7 Value: **+10**. Attributes — Skills — **none**. Benefices/Afflictions — **none**. Blessings/Curses — **none**.

Entrepreneur (40#130) [Marketplace]

Source: FICS, Attributes Points: 2, Options Points: 14 Value: **+20**. Attributes — INT+1 PRE+1 Skills — Bureaucracy +2, Knavery +1, Leadership +1, Magna Carta +2, Persuasion +2, Politics +2, Trading +2. Benefices/Afflictions — Freelancer Investment +2. Blessings/Curses — **none**.

Kraxi Kadanqari (40#115) [ukari]

Source: FICS, Attributes Points: 4, Options Points: 8 Value: **+20**. Attributes — STR+1 BOD+1 REF+1 AGI+1 Skills — Lore (Kraxi Kadanqar) +2. Benefices/Afflictions — Fencing Actions (Silver sword) +10, Outlaw -4. Blessings/Curses — **none**.

Errant Knight (40#133) [Nobility]

Source: FICS, Attributes Points: 2, Options Points: 14 Value: **+20**. Attributes — MOV+1 WIL+1 Skills — Academia +1, Athletics +2, Athletics +1, Dodge +2, Etiquette +2, Melee +2, Observe +1, Riding +1, Search +2. Benefices/Afflictions — **none**. Blessings/Curses — **none**.

Anikrunta Taudwyan (40#117) [ukari]

Source: FICS, Attributes Points: 3, Options Points: 11 Value: **+20**. Attributes — INT+1 TEM+1 WIL+1 Skills — Etiquette +1, Focus +1, Impress +1, Interrogation +1, Leadership +1, Occult Arts +2, Oratory +1, Politics +1, Dogma (Ukar Banjak) +1, Xenology (Ur Ukar) +1. 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**.

Rituals

Psi: Prana I [Bedlam level 1]

Roll: PA_PRE + Focus BOD [-] [#16]

Psi: Prana II [Bedlam level 2]

Roll: PA_PRE + Focus BOD [-] [#56]

Psi: Forced Entry [Bedlam level 2]

Roll: PA_REF + Observe AWA [-] [#53]

Psi: Prana III [Bedlam level 3]

Roll: PA_PRE + Focus BOD [-] [#57]

Psi: Confusion [Bedlam level 3]

Roll: PA_TEM + Empathy AWA [-] [#54]

Psi: Prana IV [Bedlam level 4]

Roll: PA_PRE + Focus BOD [-] [#58]

Psi: Whirling Dervish [Bedlam level 4]

Roll: PA_WIL + Focus BOD [-] [#55]

Psi: Inner Vibrations [Bedlam level 5]

Roll: PA_PRE + Athletics BOD [-] [#59]

Psi: External Vibration [Bedlam level 5]

Roll: PA_PRE + Focus BOD [-] [#52]

Psi: Prana V [Bedlam level 5]

Roll: PA_PRE + Focus BOD [-] [#90]

Psi: Blur [Bedlam level 6]

Roll: PA_WIL + Dodge FIG [-] [#92]

Psi: Prana VI [Bedlam level 6]

Roll: PA_PRE + Focus BOD [-] [#91]

Psi: Resonate [Bedlam level 7]

Roll: PA_TEM + Impress UND [-] [#94]

Psi: Prana Burst [Bedlam level 7]

Roll: PA_WIL + Athletics BOD [-] [#93]

Psi: Prana VII [Bedlam level 7]

Roll: PA_PRE + Focus BOD [-] [#97]

Psi: Prana VIII [Bedlam level 8]

Roll: PA_PRE + Focus BOD [-] [#98]

Psi: Nerve Burn [Bedlam level 8]

Roll: PA_TEM + Remedy TIN [-] [#95]

Psi: Stupefy [Bedlam level 9]

Roll: PA_TEM + Empathy AWA [-][#96]

Psi: Prana IX [Bedlam level 9]

Roll: PA_PRE + Focus BOD [-][#99]

Psi: Lifting Hand [FarHand level 1]

Roll: PA_PRE + Focus BOD [-][#6]

Psi: Throwing Hand [FarHand level 2]

Roll: PA_WIL + Focus BOD [-][#7]

Psi: Crushing Hand [FarHand level 3]

Roll: PA_PRE + Fight FIG [-][#64]

Psi: Dueling Hand [FarHand level 4]

Roll: PA_PRE + Melee FIG [-][#65]

Psi: Far Arms [FarHand level 5]

Roll: PA_PRE + Focus BOD [-][#66]

Psi: Far Wall [FarHand level 6]

Roll: PA_PRE + Stoic Mind BOD [-][#67]

Psi: Air Stride [FarHand level 7]

Roll: PA_PRE + Focus BOD [-][#68]

Psi: Demolishing Hand [FarHand level 8]

Roll: PA_WIL + Focus BOD [-][#69]

Psi: Air Dance [FarHand level 9]

Roll: PA_PRE + Focus BOD [-][#70]

Psi: Mana Lock [Obuni Sajataka Rituals level 5]

Roll: PA_WIL + Impress UND [-] Description: Every wyrd expenditure adds one level of strength on the lock. The lock is triggered when someone, psychic or theurge Modus Operandi: The Mana Lock can only be applied on a sentient being. Being of the same specie than the target is not important. Drawbacks: The Mana Lock could theoretically be applied on sentient creature. This could arguably be applied to a tech level 9+ think machine. Game master discretion. [#47]

Psi: Prison of the Mind [Obuni Sajataka Rituals level 6]

Roll: PA_WIL + Arts PER (R) [-][#48]

Psi: Shadows Gone By [Omen level 6]

Roll: PA_WIL + Observe AWA [-][#8]

Psi: Shadows To Come [Omen level 7]

Roll: PA_WIL + Observe AWA [-][#11]

Psi: Voice from the Past [Omen level 8]

Roll: PA_INT + Focus BOD [-][#88]

Psi: Oracle [Omen level 9]

Roll: PA_WIL + Focus BOD [-][#89]

Psi: Intuit [Psyche level 1]

Roll: PA_PRE + Empathy AWA [-][#9]

Psi: Emote [Psyche level 2]

Roll: PA_WIL + Seduction SOC [-][#10]

Psi: Mindsight [Psyche level 3]

Roll: PA_PRE + Observe AWA [-][#12]

Psi: Mindspeech [Psyche level 4]

Roll: PA_PRE + Seduction SOC [-][#13]

Psi: Heart's Command [Psyche level 5]

Roll: PA_PRE + Impress UND [-][#14]

Psi: Mindsearch [Psyche level 5]

Roll: PA_PRE + Observe AWA [-][#15]

Psi: Head Shackle [Psyche level 6]

Roll: PA_PRE + Impress UND [-][#60]

Psi: Brainblast [Psyche level 7]

Roll: PA_WIL + Impress UND [-][#61]

Psi: Sympaticus [Psyche level 8]

Roll: PA_PRE + Empathy AWA [-][#62]

Psi: Puppetry [Psyche level 9]

Roll: PA_TEM + Focus BOD [-][#63]

Psi: Sensitivity [Sixth Sense level 1]

Roll: PA_AWA + Observe AWA [-][#100]

Psi: Darksense [Sixth Sense level 2]

Roll: PA_INT + Observe AWA [-][#101]

Psi: Subtle Sight [Sixth Sense level 3]

Roll: PA_PRE + Observe AWA [-][#102]

Psi: Premonition [Sixth Sense level 4]

Roll: PA_PRE + Observe AWA [-][#103]

Psi: FarSight [Sixth Sense level 5]

Roll: PA_PRE + Observe AWA [-][#104]

Psi: FarSound [Sixth Sense level 6]

Roll: PA_PRE + Observe AWA [-][#105]

Psi: Shared Sense [Sixth Sense level 7]

Roll: PA_PRE + Empathy AWA [-][#106]

Psi: Wyrd Sight [Sixth Sense level 8]

Roll: PA_PRE + Observe AWA [-][#107]

Psi: Senses Shock [Sixth Sense level 9]

Roll: PA_PRE + Impress UND [-][#108]

Psi: Toughening [Soma level 1]

Roll: PA_PRE + Athletics BOD [-][#17]

Psi: Strengthening [Soma level 2]

Roll: PA_WIL + Athletics BOD [-][#71]

Psi: Quickening [Soma level 3]

Roll: PA_WIL + Athletics BOD [-][#72]

Psi: Hardening [Soma level 4]

Roll: PA_PRE + Stoic Body BOD [-][#73]

Psi: Sizing [Soma level 5]

Roll: PA_PRE + Athletics BOD [-][#74]

Psi: Masking [Soma level 6]

Roll: PA_PRE + Seduction SOC [-][#75]

Psi: Recovering [Soma level 7]

Roll: PA_PRE + Remedy TIN [-][#76]

Psi: Slowing [Soma level 8]

Roll: PA_WIL + Focus BOD [-][#77]

Psi: Closing [Soma level 9]

Roll: PA_PRE + Athletics BOD [-][#78]

Psi: Shared Ability [Sympathicus level 1]

Roll: PA_WIL + Empathy AWA [-] Description: With this power, the occultist can share abilities with people he truly knows, or that have been around him/her for a long time (a few adventures). When the power is used, the recipient of the power is aware that he has been contacted by the caster. He then can choose or not to share one of his/her skills. Modus Operandi: Caster rolls [PA_WIL+Empathy]. If it is a first contact, Caster and Recipient must success a [PA_WIL+Stoic Mind] vs 15 check. Recipient is contacted instantly and chooses or not to help. Caster roll next skill test with the skill value of the recipient. Drawbacks: There's a limit to the number of people the caster can use this power with. It equals his/her PA_TEM score. If trying to reach a person beyond this number, it will break one of the previous bonds. The former-bound person, on trying to use this power on him/her once again, will cumulate a -2 natural resistance on the [PA_WIL+Stoic Mind] check, even if he/she wants to cooperate.[#2]

Psi: Mimicry [Sympathicus level 2]

Roll: PA_AWA + Empathy AWA [-] Description: This power allows the caster to use a skill he just witnessed with the same skill ability. It is not a deep learning or exchange, just an advanced mimicry of the behavior/action of others. Modus Operandi: This power costs one supplementary wyrd point when used during combat or quick actions (like a chase in the streets of Avaneir or a fast juggling performance). The psychic may not know what power he is actually borrowing, has he just tries to replicate what he perceived. The base DV is 10 for obvious actions (use a rifle like a police officer just did with [Reflex+Shoot]), 15 for indirect or subtle actions (search the backalley like the cops just did with [Awareness+Streetwise]) or 20 for specialized ones (catch a hidden cyber implant on a

person with a [Tech+Science (Cybernetics)] like the police tech specialist did). Drawbacks: If multiple skills are used by the target, like shooting with a gun and dodging under cover, the character must select what action he tries to mimic. On a botch, the target is immediatly aware he/she has been started at by the character. [#5]

Psi: Bonding [Sympathicus level 3]

Roll: PA_PRE + Empathy AWA [-][#3]

Psi: Sanctum [Sympathicus level 4]

Roll: PA_WIL + Focus BOD [-][#4]

Psi: Totem [Sympathicus level 5]

Roll: PA_INT + Empathy AWA [-][#109]

Psi: Tales from the Night [The dark path level 1]

Roll: PA_TEM + None[#49]

Psi: Whispers from Darkness [The dark path level 2]

Roll: PA_TEM + None[#50]

Psi: Vis Eye [Vis Craft level 1]

Roll: PA_AWA + Focus BOD [-][#79]

Psi: Vis Drain [Vis Craft level 2]

Roll: PA_WIL + Redemption (Volt) TIN (S)[Redemption][#80]

Psi: Vis Flow [Vis Craft level 3]

Roll: PA_WIL + Redemption (Volt) TIN (S)[Redemption][#81]

Psi: Vis Shock [Vis Craft level 4]

Roll: PA_REF + Fight FIG [-][#82]

Psi: Vis Shield [Vis Craft level 5]

Roll: PA_BOD + Stoic Body BOD [-][#83]

Psi: Vis Bolt [Vis Craft level 6]

Roll: PA_REF + Shoot FIG [-][#84]

Psi: Vis Vortex [Vis Craft level 7]

Roll: PA_CON + Athletics BOD [-][#85]

Psi: Vis Storm [Vis Craft level 8]

Roll: PA_WIL + Athletics BOD [-][#86]

Psi: Primal Vis [Vis Craft level 9]

Roll: PA_WIL + Focus BOD [-][#87]

Psi: False Glimpse [Visioning level 1]

Roll: PA_INT + Impress UND [-][#110]

Psi: False Sight [Visioning level 2]

Roll: PA_PRE + Impress UND [-][#111]

Theurgy: Soul's Vessel [Brother Battle Rituals level 1]

Roll: PA_WIL + None[#29]

Theurgy: Rightfully Guided Hand [Brother Battle Rituals level 2]

Roll: PA_TEM + None[#30]

Theurgy: Armor of the Pancreator [Brother Battle Rituals level 3]

Roll: PA_TEM + None[#31]

Theurgy: Righteous Fervor [Brother Battle Rituals level 4]

Roll: PA_WIL + None[#32]

Theurgy: Liturgy of the Wrathful Host [Brother Battle Rituals level 5]

Roll: PA_WIL + None[#33]

Theurgy: Smiting Hand [Brother Battle Rituals level 6]

Roll: PA_TEM + None[#34]

Theurgy: Fearsome Majesty [Brother Battle Rituals level 7]

Roll: PA_TEM + None[#35]

Theurgy: Oath of the Shieldmates [Brother Battle Rituals level 8]

Roll: PA_TEM + None[#36]

Theurgy: Salutation to Zakhayelos, Lord of Hosts [Brother Battle Rituals level 9]

Roll: PA_TEM + None[#37]

Theurgy: Peacemaking [Chapter Rituals level 1]

Roll: PA_PRE + Empathy AWA[-][#112]

Theurgy: Andrealphus Balance [Chapter Rituals level 2]

Roll: PA_TEM + Melee FIG [-] Description: This power allows the monk to link to his/her legacy weapon, the seven segments of Andrealphus, so that they become a whole weapon instead of seven parts. Modus Operandi: Once the ritual is done for a given segments set, it is complete until the balance is disrupted. This can happen e.g. if the segments are stolen from the monk. The standard DV is 10. 15 to use a friendly monk set. Drawbacks: Every point in darkside prevents from using this power. [#117]

Theurgy: Sense Darkness [Chapter Rituals level 2]

Roll: PA_TEM + Observe AWA[-][#113]

Theurgy: Decimate [Chapter Rituals level 3]

Roll: PA_WIL + Melee FIG [-][#114]

Theurgy: Prowess of the body [Chapter Rituals level 4]

Roll: PA_MOV + Athletics BOD [-][#115]

Theurgy: Prowess of the heart [Chapter Rituals level 5]

Roll: PA_AWA + Empathy AWA[-][#116]

Theurgy: Whisper of the Devine [Chapter Rituals level 6]

Roll: PA_INT + Focus BOD [-][#118]

Theurgy: The Prophet's Holy Blessing [Church Rituals level 1]

Roll: PA_TEM + None[#18]

Theurgy: The Devotional Liturgy [Church Rituals level 2]

Roll: PA_TEM + None[#19]

Theurgy: The Laying On of Hands [Church Rituals level 3]

Roll: PA_TEM + None[#20]

Theurgy: The Prophet's Censure [Church Rituals level 4]

Roll: PA_WIL + None[#21]

Theurgy: Oath of the Saints [Church Rituals level 5]

Roll: PA_TEM + None[#23]

Theurgy: The Pulpit's Gift [Church Rituals level 5]

Roll: PA_WIL + None[#22]

Theurgy: The Tongues of Babel [Church Rituals level 6]

Roll: PA_TEM + None[#24]

Theurgy: Sanctification [Church Rituals level 7]

Roll: PA_TEM + None[#26]

Theurgy: The Righteous Assignment of Penance [Church Rituals level 7]

Roll: PA_TEM + None[#25]

Theurgy: Shield of Faith [Church Rituals level 8]

Roll: PA_TEM + None[#27]

Theurgy: Providential Deliverance [Church Rituals level 9]

Roll: PA_TEM + None[#28]

Theurgy: Celestial Alignment [Eskatonic Rituals level 1]

Roll: PA_AWA + Observe AWA[-][#38]

Theurgy: Divine Revelation [Eskatonic Rituals level 2]

Roll: PA_INT + Focus BOD [-][#39]

Theurgy: Rending the Veil of Unreason [Eskatonic Rituals level 3]

Roll: PA_AWA + Focus BOD [-][#40]

Theurgy: Second Sight [Eskatonic Rituals level 4]

Roll: PA_AWA + None[#41]

Theurgy: Osseous Transmutation [Eskatonic Rituals level 5]

Roll: PA_TEM + None [#42]

Theurgy: All-seeign Eye [Eskatonic Rituals level 6]

Roll: PA_AWA + Observe AWA [-] [#43]

Theurgy: Refinement of Essence [Eskatonic Rituals level 7]

Roll: PA_TEM + None [#44]

Theurgy: Investiture [Eskatonic Rituals level 8]

Roll: PA_TEM + None [#45]

Theurgy: Knowledge and Conversation of Tholumiyelos, Lord of Wisdom [Eskatonic Rituals level 9]

Roll: PA_TEM + None [#46]

Theurgy: Void Sensitivity [Sathra's Boon level 1]

Roll: PA_TEM + Observe AWA [-] Description: The theurge gains perception of the void around him, to a range of 0.1AU per success. Modus Operandi: Transmitting the consciousness to a living creature can only be done by direct skin contact. Drawbacks: Beyond 0.5AU, it becomes hard to keep consciousness. [#51]