

FICS Rules

References

Release Date: *Dec. 18, 2021, 12:56 a.m.*

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

Species/Races

Ascorbite (Ascorbite)

Etyri (Huar'raughq)

Gannok (Gannok)

Hironem (Sibanzi)

Oro'ym (Oro'ym)

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

Shantor (Shantor)

Equine specie almost totally exterminated. From the Shaprut System.

Ur Obun (Ur Obun)

Urthish (Kaanic)

Asian and mongolian mix.

Urthish (Mangalore)

Central africa black

Urthish (Mendere)

Perso-Indian mix

Urthish (Protoenquist)

Mix from north african and berberic.

Urthish (Sebacean)

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

Urthish (Teutonic)

Mixed caucasian to norsk terran.

Urthish (Enquist)

Middle-east and arabic mix.

Urthish (Urthish)

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

Urthish (Protokaanic)

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

Urthish (Romanovish)

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

Urthish (Castillan)

Mix mediterranean, caucasian and latino.

Ur Ukar (Ur Ukar)

Standard Kordeth Ukari

Ur Ukar (Mo'jun)

Aylon Ukari Breed

Vorox (Feral)

Vorox (Civilized)

Skills

Academia

Common Skill

Group: Education

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

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

Acrobatics

Common Skill

Group: Physical

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

UUID: f6efc1f5-a3df-3188-b771-f58e220e53c8

Acting

Common Skill

Group: Performance

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

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

Alchemy

Common Skill

Group: Spirituality

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

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

Arts *

Common Skill

Root Skill

Group: Performance

The root skill to all art forms.

Specialities:

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

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

Athletics

Common Skill

Group: Physical

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

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

Beastcraft

Common Skill

Group: Control

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

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

Bribery

Common Skill

Group: Underworld

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

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

Bureaucracy

Common Skill

Group: Education

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

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

Cryptography

Group: Spirituality

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

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

Cybernetics

Group: Tinkering

The capacity to use and adapt cybernetics.

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

Demolition

Common Skill

Group: Tinkering

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

Disguise

Common Skill

Group: Performance

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

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

Dodge

Common Skill

Group: Combat

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

Dogma *

Common Skill

Root Skill

Group: Spirituality

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

Specialities:

- *Church of the Celestial Sun*
- *Kurgan El-Diin*
- *Manja*
- *Obun Bintaru*
- *Obun Voavenlohjun*
- *Omega Gospels*

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

- *Pre reflective Buddhism*
- *Sathraism*

• *Stellar Apocryphon:* This version of the Omega Gospel, that was lost for a long time, was found in about a dozen version during the Regency. When officially sanctioned by the Church, through a tremendous work from the Eskatonic Order to have the leading instances to change their mind, the book became a favorite to some sects, like Sanctuary Aeon and the Eskatonic. The main difference with the Omega Gospels, that are supposed to be written by St. Horatius, the Apocryphon is supposed to have been written by the obun Ven Loji under dictation from St. Horatius. According to historical notes, with the blindness of St. Horatius from grand age coming quickly after the death of the Prophet and the beginning of the redaction of the Omega Gospels, chances are the Apocryphon might be a more relevant source. Do not talk about this with an Orthodox.

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

• *Ukar Banjak*

• *Vuldrok Erdgheist*

UUID: a26797f2-df36-3703-a6f0-dad04a53ff71

Driving *

Root Skill

Group: Control

Specialities:

- *Armored Vehicle*
- *Battle Mech*
- *Celestial Sailing*
- *Construction Mech*
- *Heavy Transport Vehicle*
- *Hovortank*
- *Landcraft*
- *Railway*
- *Skimmer bike*
- *Skycraft Piloting*
- *Watercraft*

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

Empathy

Common Skill

Group: Awareness

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

Etiquette

Common Skill

Group: Social

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

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

Fight

Common Skill

Group: Combat

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

Focus

Common Skill

Group: Physical

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

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

Forgery

Common Skill

Group: Performance

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

Gambling

Common Skill

Group: Underworld

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

Gunnery

Group: Combat

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

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

Heavy Weapons

Group: Combat

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

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

Impress

Common Skill

Group: Underworld

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

Inquiry

Common Skill

Group: Awareness

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

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

Interrogation

Common Skill

Group: Social

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

Knavery

Common Skill

Group: Underworld

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

Leadership

Common Skill

Group: Social

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

Linguistics *

Common Skill

Root Skill

Standard attribute: PRE, INT

Group: Social

The knowledge of a vernacular, racial or foreign language.

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

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

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

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

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

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

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

Only the speciality value counts for levels considerations.

Specialities:

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

• *Urthtech*

• *Vorox*

• *Vuldrok*

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

Local Expert *

Common Skill

Root Skill

Standard attribute: INT

Group: Awareness

A knowledge limited to a place or to a custom on a specific system. It can apply for a example to a given City or Region on a planet, or to a generic Custom of the planet. A knowledge through Local Expert always supercedes one gained through Lore (consider that same lore 4 ranks higher if needed to figure out who knows more.

Example: Local Expert (Rampart Cybernetic Black Market) 2 would be considered Lore (Cybernetics) 6 in the streets of Avaneir.

Specialities:

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

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

Lore *

Root Skill

Standard attribute: INT

Group: Education

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

Example: Lore (House Decados), Lore (Imperial Navy), Lore (Entertainment), Lore (Trade Routes), Lore (Symbiots), Lore (Grail System) Note that all Lore specialities expressed as Lore (X system) are the knowledge of the X system.

Specialities:

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

- *Engineers Guild*
- *Eskatonic Worldshapers*
- *Etyri*
- *FAR*
- *Fashion*
- *Favyana Coven*
- *Finance*
- *Gannok*
- *Gargoyles*
- *Harbingers*
- *Hawkwod Rooks*
- *Heresy*
- *Hidden Martyrs*
- *House al-Malik*
- *House Decados*
- *House D'Rouge-Glace*
- *House Hawkwood*
- *House Hazat*
- *House Juandaastas*
- *House Justinian*
- *House Keddah*
- *House Li Halan*
- *House Masseri*
- *House Van Gelder*
- *Imperial Eye*
- *Imperial Politics*
- *Invisible Path Coven*
- *Jakovian Agency*
- *Jumpweb*
- *Kalinthi*: Occult investigators of the Church, the Red Priests of the Kalinthi are often considered a branch of Temple Avesti by the flock.
- *Killroys*
- *Kraxi Kadanqar*
- *Kurga Caliphate*
- *Mammonists*
- *Mercurians*
- *Mudworld*
- *Musters*
- *Mutasih*
- *Oenologia*
- *Oneirokritikos*
- *Order of the Mantis*
- *Penitents*
- *Philosophy*
- *Poisons & Drugs*
- *Pre Regency Artefacts*
- *Rampart Military History*
- *Reeves Guild*
- *Robotics*
- *Sanctuary Aeon*
- *Sathraists*
- *Scravers*
- *Second Republic Tech*
- *Shards*
- *Spacesuit*
- *Space Warfare*
- *Symbiots*
- *Synecullum*
- *The Reborn Sun*
- *The Royal Gambit*
- *Third Era Republicans*
- *Underworld*
- *Ur Artefacts*
- *Ur Obun*
- *Ur Ukar*
- *Vau*
- *Vigil*
- *Vorox*
- *Vorox Commandos*

- *Vuldrok Star Nations*
 - *Zodiacs*
- UUID:** e2a2eacf-b200-32cd-9541-9d34657f5ec4

Magna Carta

Common Skill
Group: Education
 The Magna Carta is the book containing all laws of the Empire. Build during the Regency, it addresses everything, from where usage of tobacco is proscribed by the Church to the number of years of jail one would expose oneself on killing a sacred bird on Grail System.
UUID: a13ca47b-652f-34eb-80c9-fbb03b4dddc2

Melee

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

Navigation

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

Observe

Common Skill
Group: Awareness
 The capacity to hold on to your senses to discern clues. Most of the time it's about sight, but it can be hearing to detect some noise, smell for a gas leak or touch for earthquake tremors.
UUID: f040f582-6f1d-344b-8ac1-d30a2b474118

Occult Arts

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

Oratory

Common Skill
Group: Performance
UUID: 462bad07-dcfa-3381-b2f2-6fcac87bdff5

Performance *

Common Skill
Root Skill
Group: Performance
Specialities:

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

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

Persuasion

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

Politics

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

Redemption *

Root Skill
Group: Tinkering
Specialities:

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

- **Volt**

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

Remedy

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

Riding

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

Science *

Root Skill
Group: Tinkering
Specialities:

- *Archaeology*
- *Architecture*
- *Artificial Intelligence*
- *Astronomy*
- *Biology*
- *Botany*
- *Chemistry*
- *Clockworking*
- *Cybernetics*
- *Engineering*
- *Ethnology*
- *Genetics*
- *Geology*
- *Mathematics*
- *Oceanography*
- *Physics*
- *Physika:* The knowledge of urthish body (and similar). Formerly known as Medika.
- *Quantum Physics*
- *Robotics*
- *Terraforming:* Probably one of the more complex and obscure of the science, the art of worldshaping requires a broad knowledge of many other domains. This skill rank cannot be higher than the lowest rank in:
 - Science (Geology)
 - Science (Botany)
 - Science (Zoology)
 - Science (Physics)
 - Science (Quantum Physics)
- *Zoology*

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

Search

Common Skill
Group: Awareness
 The capacity to find what is hidden, physically, or in rare occasions in a more abstract manner.
UUID: 96923191-25ae-3c6b-88d0-c2b15d5e92c3

Security

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

Seduction

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

Sensors

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

Shadowing

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

Shoot

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

Sneak

Common Skill
Group: Performance
UUID: 3b9f1766-0f71-331e-b7cb-9332211bd8e5

Spycraft

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

Stealth

Common Skill
Group: Physical
UUID: dc974445-fb35-3e89-8601-cd1a4185954f

Stoic Body

Group: Physical
 The capacity to ignore distress of the body. A high score allow to endure a large amount of pain, that can be linked to physical torture or effort.
UUID: 9ef6dea9-05d9-34bf-97b4-a84c81ab0e4c

Stoic Mind

Group: Physical
 The capacity to control owns mind. Resistance to internal emotion, fears and psychological torture. Allow a better resistance to mind affecting Occult Arts.
UUID: f7ad26f0-8af7-3b66-b097-2a98967989cf

Streetwise

Common Skill
Group: Underworld
UUID: 6dcda9c9-8ae8-3d1c-92e9-ea49c9eadb55

Surgery

Common Skill
Group: Tinkering
UUID: dff0d07f-ce3d-3042-a066-288956d5cd11

Surveillance

Common Skill
Group: Awareness
UUID: 6dd8b12e-d4c3-372a-92a8-2043eeb2e4e2

Survival

Common Skill
Group: Education
UUID: d6668330-1670-3a11-9890-cdc1ba8bb9a4

Teaching

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

Think Machine

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

Trading

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

Warfare

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

Xenology *

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

- *Etyri*
- *Hironem*
- *Kurgan*
- *Ur Obun*
- *Urthish*
- *Ur Ukar*
- *Vorox*

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

Benefices/Afflictions

Dark Secret [-1]

Category: Background
FS2CRB [#1505]

Commission [9]

Category: Status
Description:
 Captain / Crafter / Jonin / Captain / Director

FS2CRB [#1499]

Commission [11]

Category: Status
Description:
 Consul / Engineer / Consul / Major / Consul

FS2CRB [#1500]

Nobility [1]

Category: Status
Description:
 Squire

FS2CRB [#1547]

Nobility [2]

Category: Status
Description:
 Knight (Minor house)

FS2CRB [#1546]

Nobility [3]

Category: Status
Description:
 Knight

FS2CRB [#1545]

Nobility [4]

Category: Status
Description:
 Baronnet

FS2CRB [#1544]

Nobility [6]

Category: Status
Description:
 Baron

FS2CRB [#1542]

Nobility [8]

Category: Status
Description:
 Marquis

FS2CRB [#1540]

Nobility [7]

Category: Status
Description:
 Baron

FS2CRB [#1541]

Nobility [11]

Category: Status
Description:
 Count

FS2CRB [#1537]

Nobility [10]

Category: Status
Description:
 Count

FS2CRB [#1538]

Nobility [12]

Category: Status
Description:
 Duke

FS2CRB [#1536]

Nobility [13]

Category: Status
Description:
 Duke

FS2CRB [#1535]

Nobility [15]

Category: Status
Description:
 Prince

FS2CRB [#1674]

Ordained [11]

Category: Status
Description:
 Bishop / Master / Magister

FS2CRB [#1555]

Ordained [9]

Category: Status

Description:

Priest / Adept / Philosophus

FS2CRB [#1556]

Ordained [7]

Category: Status

Description:

Deacon / Acolyte / Illuminatus

FS2CRB [#1557]

Gossip Network [4]

Category: Community

Description:

You have a network of informants through the Known Worlds.

FS2CRB [#1517]

Gossip Network [1]

Category: Community

Description:

You have a network of informants in a city or community.

FS2CRB [#1520]

Addiction [-2]

Emphasis: Mild

Category: Background

FS2CRB [#1446]

Addiction [-4]

Emphasis: Severe

Category: Background

FS2CRB [#1448]

Alien Upbringing [2]

Category: Background

FS2CRB [#1451]

Cloistered [-1]

Category: Background

FS2CRB [#1496]

Dark Secret [-2]

Category: Background

FS2CRB [#1506]

Dark Secret [-3]

Category: Background

FS2CRB [#1507]

Heir [3]

Category: Background

FS2CRB [#1521]

Lost Worlder [-1]

Category: Background

FS2CRB [#1532]

Oath of Fealty [-1]

Emphasis: Minor

Category: Background

FS2CRB [#1548]

Oath of Fealty [-2]

Emphasis: Intermediate

Category: Background

FS2CRB [#1549]

Obligation [-1]

Emphasis: Minor

Category: Background

FS2CRB [#1551]

Obligation [-2]

Emphasis: Intermediate

Category: Background

FS2CRB [#1552]

Obligation [-3]

Emphasis: Major

Category: Background

FS2CRB [#1553]

Ally [11]

Category: Community

FS2CRB [#1452]

Ally [9]

Category: Community

FS2CRB [#1454]

Ally [8]

Category: Community

FS2CRB [#1455]

Ally [7]

Category: Community

FS2CRB [#1456]

Ally [5]

Category: Community

FS2CRB [#1458]

Ally [4]

Category: Community

FS2CRB [#1459]

Ally [3]

Category: Community

FS2CRB [#1460]

Ally [1]

Category: Community

FS2CRB [#1462]

Contact [1]

Category: Community

FS2CRB [#1504]

Family Ties [3]

Category: Community

FS2CRB [#1515]

Advisor [5]

Category: Possessions

FS2CRB [#1450]

Article of Faith [6]

Category: Possessions

FS2CRB [#1463]

Article of Faith [5]

Category: Possessions
FS2CRB [#1464]

Article of Faith [3]

Category: Possessions
FS2CRB [#1466]

Article of Faith [2]

Category: Possessions
FS2CRB [#1467]

Article of Faith [1]

Category: Possessions
FS2CRB [#1468]

Flux sword [11]

Category: Possessions
FS2CRB [#1516]

Indebted [-3]

Category: Possessions
FS2CRB [#1528]

Indebted [-4]

Category: Possessions
FS2CRB [#1527]

Indebted [-5]

Category: Possessions
FS2CRB [#1526]

Indebted [-7]

Category: Possessions
FS2CRB [#1524]

Jumpkey [2]

Category: Possessions
FS2CRB [#1531]

Mist sword [13]

Category: Possessions
FS2CRB [#1533]

Assets [11]

Category: Riches
Description:
20000

FS2CRB [#1469]

Assets [10]

Category: Riches
Description:
17500

FS2CRB [#1470]

Assets [9]

Emphasis: £15000
Category: Riches
Description:
15000

FS2CRB [#1471]

Assets [8]

Emphasis: £12500
Category: Riches
Description:
12500

FS2CRB [#1472]

Assets [6]

Emphasis: £7500
Category: Riches
Description:
7500

FS2CRB [#1474]

Assets [5]

Category: Riches
Description:
5000

FS2CRB [#1475]

Assets [4]

Category: Riches
Description:
4000

FS2CRB [#1476]

Assets [2]

Emphasis: £2000
Category: Riches
Description:
2000

FS2CRB [#1478]

Assets [1]

Category: Riches
Description:
1000

FS2CRB [#1479]

Cash [11]

Category: Riches
Description:
4000

FS2CRB [#1485]

Cash [9]

Emphasis: £3000
Category: Riches
Description:
3000

FS2CRB [#1487]

Cash [8]

Category: Riches
Description:
2500

FS2CRB [#1488]

Cash [7]

Category: Riches
Description:
2000

FS2CRB [#1489]

Cash [6]

Category: Riches
Description:
1500

FS2CRB [#1490]

Cash [4]

Category: Riches
Description:
800

FS2CRB [#1492]

Cash [3]

Category: Riches
Description:
600

FS2CRB [#1493]

Cash [2]

Emphasis: £300
Category: Riches
Description:
300

FS2CRB [#1494]

Barbarian [-2]

Category: Status
FS2CRB [#1480]

Black sheep [-1]

Category: Status
FS2CRB [#1481]

Black sheep [-2]

Category: Status
FS2CRB [#1482]

Branded [-1]

Category: Status
FS2CRB [#1484]

Cohort Badge [3]

Category: Status
FS2CRB [#1497]

Escaped Serf [-2]

Category: Status
FS2CRB [#1509]

Escaped Slave [-3]

Category: Status
FS2CRB [#1510]

Excommunicated [-3]

Category: Status
FS2CRB [#1511]

Fallen from Grace [-1]

Category: Status
FS2CRB [#1512]

Fallen from Grace [-2]

Category: Status
FS2CRB [#1513]

Fallen from Grace [-3]

Category: Status
FS2CRB [#1514]

Householder [1]

Category: Status
FS2CRB [#1522]

Commission [5]

Category: Status
Description:
Lieutenant / Entered / Genin / Sergeant / Chief

FS2CRB [#1503]

Ordained [3]

Category: Status
Description:
Novitiate / Apprentice / Novitiate

FS2CRB [#1559]

Ordained [5]

Category: Status
Description:
Canon / Oblate / Provost

FS2CRB [#1558]

Rise Rank By 8 [16]

Emphasis: rankraise
Category: Status
FS2CRB [#1676]

Rise Rank By 5 [10]

Emphasis: rankraise
Category: Status
FS2CRB [#1679]

Rise Rank by 1 [2]

Emphasis: rankraise
Category: Status
FS2CRB [#1621]

Rise Rank By 6 [12]

Emphasis: rankraise
Category: Status
FS2CRB [#1675]

Rise Rank By 2 [4]

Emphasis: rankraise
Category: Status
FS2CRB [#1622]

Gossip Network [3]

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

FS2CRB [#1518]

Orphan [-1]

Category: Background
FS2CRB [#1560]

Secrets [4]

Emphasis: Severe
Category: Background
FS2CRB [#1593]

Secrets [3]

Emphasis: Major
Category: Background
FS2CRB [#1594]

Secrets [2]

Emphasis: Average
Category: Background
FS2CRB [#1595]

Secrets [1]

Emphasis: Minor
Category: Background
FS2CRB [#1596]

Stigma [-2]

Category: Background
FS2CRB [#1598]

Stigma [-3]

Category: Background
FS2CRB [#1599]

Stigma [-4]

Category: Background
FS2CRB [#1600]

Vow of Poverty [-2]

Category: Background
FS2CRB [#1607]

Vow of Silence [-3]

Category: Background
FS2CRB [#1608]

Well-Traveled [3]

Category: Background
Description:
Major house Fief

FS2CRB [#1610]

Basic Mantok [6]

Category: Combat
FS2CRB [#1627]

Article of Faith [4]

Category: Possessions
FS2CRB [#1465]

Indebted [-2]

Category: Possessions
FS2CRB [#1529]

Indebted [-6]

Category: Possessions
FS2CRB [#1525]

Neural Disrupter [10]

Category: Possessions
FS2CRB [#1534]

Passage Contract [10]

Category: Possessions
Description:
Ship at your command

FS2CRB [#1565]

Psi Cloak [10]

Category: Possessions
FS2CRB [#1581]

Refuge [4]

Category: Possessions
Description:
Guild Safe House

FS2CRB [#1585]

Wyrd Tabernacle [14]

Category: Possessions
FS2CRB [#1612]

Wyrd Tabernacle [6]

Category: Possessions
FS2CRB [#1616]

Assets [7]

Category: Riches
Description:
10000

FS2CRB [#1473]

Assets [3]

Category: Riches
Description:
3000

FS2CRB [#1477]

Cash [10]

Category: Riches
Description:
3500

FS2CRB [#1486]

Cash [5]

Category: Riches
Description:
1000

FS2CRB [#1491]

Cash [1]

Emphasis: £100
Category: Riches
Description:
100

FS2CRB [#1495]

Bastard [-1]

Category: Status
Description:

The character is a bastard child of a noble. He can still buy a noble title, but he will receive no inheritance.

FS2CRB [#1619]

Black sheep [-3]

Category: Status
FS2CRB [#1483]

Imperial Charter [4]

Category: Status
FS2CRB [#1523]

Professional Contract [7]

Category: Status
FS2CRB [#1573]

Professional Contract [3]

Category: Status
FS2CRB [#1577]

Martial Arts (Base) [6]

Category: Combat
Description:

Basic Actions from +1 to +3 Requires Fight 3

FS2CRB [#1682]

Martial Arts (Enhanced) [10]

Category: Combat
Description:

Actions from +1 to +4 Requires Fight 4

FS2CRB [#1683]

Martial Arts (Advanced) [15]

Category: Combat
Description:

Actions from +1 to +5 Requires Fight 5

FS2CRB [#1684]

Martial Arts (Master) [21]

Category: Combat
Description:

Actions from +1 to +6 Requires Fight 6

FS2CRB [#1685]

Vorox Free Balance [0]

Emphasis: vorox
Category: Other
Description:

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

FS2CRB [#1634]

Free Benefice (6) [6]

Category: Other
FS2CRB [#1668]

Gossip Network [2]

Category: Community
Description:

You have a network of informants planetwide.

FS2CRB [#1519]

Light Cyber Package [10]

Category: Other
Description:

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

FS2CRB [#1672]

Adept Robes [20]

Category: Possessions
Description:

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

FS2CRB [#1449]

Superior Mantok Technique [4]

Category: Combat
FS2CRB [#1628]

Protection [3]

Category: Community
FS2CRB [#1580]

Retinue [4]

Category: Community
FS2CRB [#1587]

Retinue [3]

Category: Community
FS2CRB [#1588]

Retinue [2]

Category: Community
FS2CRB [#1589]

Retinue [1]

Category: Community
FS2CRB [#1590]

Vendetta [-1]

Category: Community
FS2CRB [#1601]

Vendetta [-2]

Category: Community
FS2CRB [#1602]

Vendetta [-4]

Category: Community
FS2CRB [#1604]

No Occult [-2]

Category: Occult
FS2CRB [#1631]

Big Cyber Package [40]

Category: Other
Description:
At least 2 major enhancements.

FS2CRB [#1623]

Medium Cyber Package [20]

Category: Other
Description:
 One notable enhancement.

FS2CRB [#1624]

Ostracism (Mild) [-2]

Category: Other
 FS2CRB [#1626]

Passage Contract [8]

Category: Possessions
Description:
 Luxury Liner

FS2CRB [#1566]

Passage Contract [6]

Category: Possessions
Description:
 Stateroom

FS2CRB [#1567]

Passage Contract [4]

Category: Possessions
Description:
 Transport

FS2CRB [#1568]

Passage Contract [2]

Category: Possessions
Description:
 Tramp Freighter

FS2CRB [#1569]

Refuge [10]

Category: Possessions
Description:
 Military Base

FS2CRB [#1582]

Refuge [8]

Category: Possessions
Description:
 Castle

FS2CRB [#1583]

Refuge [6]

Category: Possessions
Description:
 Monastery

FS2CRB [#1584]

Refuge [2]

Category: Possessions
Description:
 Small Farm

FS2CRB [#1586]

Saint's Lore [8]

Category: Possessions
 FS2CRB [#1591]

Vestments [1]

Category: Possessions
 FS2CRB [#1605]

Wireblade [12]

Category: Possessions
 FS2CRB [#1611]

Wyrd Tabernacle [12]

Category: Possessions
 FS2CRB [#1613]

Wyrd Tabernacle [10]

Category: Possessions
 FS2CRB [#1614]

Wyrd Tabernacle [8]

Category: Possessions
 FS2CRB [#1615]

Wyrd Tabernacle [4]

Category: Possessions
 FS2CRB [#1617]

Wyrd Tabernacle [2]

Category: Possessions
 FS2CRB [#1618]

Outlaw [-1]

Category: Status
 FS2CRB [#1561]

Outlaw [-2]

Category: Status
 FS2CRB [#1562]

Outlaw [-3]

Category: Status
 FS2CRB [#1563]

Outlaw [-4]

Category: Status
 FS2CRB [#1564]

Professional Contract [10]

Category: Status
 FS2CRB [#1570]

Professional Contract [9]

Category: Status
 FS2CRB [#1571]

Professional Contract [8]

Category: Status
 FS2CRB [#1572]

Professional Contract [6]

Category: Status
 FS2CRB [#1574]

Professional Contract [5]

Category: Status
 FS2CRB [#1575]

Professional Contract [4]

Category: Status
FS2CRB [#1576]

Professional Contract [2]

Category: Status
FS2CRB [#1578]

Professional Contract [1]

Category: Status
FS2CRB [#1579]

Bite [2]

Category: Talent
FS2CRB [#1629]

Extra Limbs [4]

Category: Talent
FS2CRB [#1630]

Commission [3]

Category: Status
Description:
Ensign / Apprentice / Associate / Private / Associate

FS2CRB [#1502]

Commission [13]

Category: Status
Description:
Dean / Master / Dean / Colonel / Dean

FS2CRB [#1498]

Nobility [5]

Category: Status
Description:
Baronnet

FS2CRB [#1543]

Nobility [9]

Category: Status
Description:
Marquis

FS2CRB [#1539]

Nobility [14]

Category: Status
Description:
Archduke

FS2CRB [#1673]

Ordained [13]

Category: Status
Description:
Archbishop / Grand Master / Presbuteros

FS2CRB [#1554]

Rise Rank By 7 [14]

Emphasis: rankraise
Category: Status
FS2CRB [#1680]

Rise Rank By 4 [8]

Emphasis: rankraise
Category: Status
FS2CRB [#1678]

Rise Rank By 3 [6]

Emphasis: rankraise
Category: Status
FS2CRB [#1677]

Kurgan Combat Basics [10]

Category: Combat
Description:
Techniques from level 1 to level 4 in Ffencing or Martial arts.

FS2CRB [#1681]

Addiction [-1]

Emphasis: Light
Category: Background
FS2CRB [#1661]

Addiction [-3]

Emphasis: Strong
Category: Background
FS2CRB [#1447]

Commission [7]

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

FS2CRB [#1501]

Infamous Family [-1]

Category: Background
FS2CRB [#1530]

Oath of Fealty [-3]

Emphasis: Major
Category: Background
FS2CRB [#1550]

Secrets [5]

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

Stigma [-1]

Category: Background
FS2CRB [#1597]

Vow of Celibacy [-1]

Category: Background
FS2CRB [#1606]

Well-Traveled [5]

Category: Background
Description:
Known Worlds

FS2CRB [#1609]

Fencing Actions (Bronze sword) [6]

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

FS2CRB [#1636]

Fencing Actions (Crimson sword) [28]

Emphasis: Grand Master

Category: Combat

Description:

Manoeuvres 1, 2, 3, 4, 5, 6, 7 and 8 Requires Melee Skill at 8

FS2CRB [#1658]

Fencing Actions (Lead sword) [3]

Emphasis: Basics

Category: Combat

Description:

Manoeuvres 1 & 2 Requires Melee Skill at 2

FS2CRB [#1655]

Fencing Actions (Platinum sword) [21]

Emphasis: Master

Category: Combat

Description:

Manoeuvres 1, 2, 3, 4, 5 and 6 Requires Melee Skill at 7

FS2CRB [#1657]

Fencing Gold to Platinum [6]

Category: Combat

FS2CRB [#1660]

Fencing Silver To Gold [5]

Category: Combat

FS2CRB [#1659]

Ally [10]

Category: Community

FS2CRB [#1453]

Ally [6]

Category: Community

FS2CRB [#1457]

Ally [2]

Category: Community

FS2CRB [#1461]

Dependent [-1]

Category: Community

FS2CRB [#1508]

Vendetta [-3]

Category: Community

FS2CRB [#1603]

Free Benefice [2]

Category: Other

FS2CRB [#1664]

Free Benefice (3) [3]

Category: Other

FS2CRB [#1665]

Free Benefice (4) [4]

Category: Other

FS2CRB [#1666]

Free Benefice (5) [5]

Category: Other

FS2CRB [#1667]

Ka Ran Warrior [3]

Category: Other

Description:

Full grown warrior to vorox society.

FS2CRB [#1662]

Fencing Actions (Silver sword) [10]

Emphasis: Intermediate

Category: Combat

Description:

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

FICS [#1620]

Graa Fighting [6]

Category: Combat

Description:

Vorox martial art

FICS [#1638]

Reputation (Soft) [1]

Category: Status

Description:

The name is known.

FICS [#1642]

Freelancer Investment [2]

Category: Riches

Description:

+2 Assets

FICS [#1635]

Free Benefice [1]

Category: Other

FICS [#1663]

Reputation (Mild) [2]

Category: Status

Description:

The avatar name is known to most, even if it acts mostly undercover. This brings a certain degree of respect from his allies and enemies, which are more numerous.

FICS [#1641]

Vorox Gun Manoeuvres [10]

Category: Talent

Description:

Special shooting actions for vorox (House Li Halan)

FICS [#1637]

Vorox Staredown Ritual [4]

Category: Talent

Description:

Has earned friendship with the vorox

FICS [#1646]

Enemy [-1]

Emphasis: Knight
Category: Community
 FICS [#1669]

Fencing Actions (Gold sword) [15]

Emphasis: High
Category: Combat
Description:
 Manoeuvres 1, 2, 3, 4 and 5 Requires Melee Skill at 5

FICS [#1656]

Enemy [-2]

Emphasis: Baron
Category: Community
 FICS [#1670]

Enemy [-3]

Emphasis: Count
Category: Community
 FICS [#1671]

Occult Mastery 1 [6]

Emphasis: Rookie
Category: Occult
Description:
 Main Path: Power Level 1, 2 & 3

FICS [#1625]

Occult Mastery 2 [9]

Emphasis: Initiate
Category: Occult
Description:
 Main Path: Power Level 4 & 5

FICS [#1644]

Occult Mastery 3 [13]

Emphasis: Advanced
Category: Occult
Description:
 Main Path: Powers Level 6 & 7

FICS [#1645]

Occult Mastery 4 [8]

Emphasis: Superior
Category: Occult
Description:
 Main Path: Power Level 8

FICS [#1653]

Paramours [9]

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

FICS [#1640]

Chapter Occult Attunement [3]

Emphasis: Chapter Atonement
Category: Occult
Description:
 Atonement Rituals level 1 and 2 (Amalthean list)

FICS [#1639]

Occult Mastery 5 [9]

Emphasis: Master
Category: Occult
Description:
 Main Path: Power Level 9

FICS [#1654]

Urthish Free Balance [0]

Category: Other
Description:
 12 free OP

FICS [#1632]

Ur Ukar Free Balance [0]

Category: Other
Description:
 To be freely set: 0 AP / 5 OP

FICS [#1633]

Gear [6]

Emphasis: £600
Category: Possessions
Description:
 £600 gear

FICS [#1652]

Gear [5]

Emphasis: £500
Category: Possessions
Description:
 £500 gear

FICS [#1651]

Gear [4]

Emphasis: £400
Category: Possessions
Description:
 £400 gear

FICS [#1650]

Gear [3]

Emphasis: £300
Category: Possessions
Description:
 300£ gear

FICS [#1649]

Gear [2]

Emphasis: £200
Category: Possessions
 FICS [#1648]

Gear [1]

Emphasis: £100
Category: Possessions
 FICS [#1647]

Reputation (Solid) [4]

Category: Status

Description:

The avatar name is known to most, even if it acts mostly undercover. This brings a high degree of respect from his allies and enemies, which are more numerous. Beating the avatar at his/her own game is a sweet dream to most of its would be challengers.

FICS [#1643]

Blessings/Curses

Curious [2]

Category:

Description:

+2 PRE when seeing something new

FS2CRB [#9]

Beautiful [2]

Category:

FS2CRB [#2]

Angelic [3]

Category:

FS2CRB [#3]

Homely [-1]

Category:

FS2CRB [#4]

Ugly [-2]

Category:

FS2CRB [#5]

Monstrous [-3]

Category:

FS2CRB [#6]

Compassionate [2]

Category:

FS2CRB [#8]

Gracious [2]

Category:

FS2CRB [#11]

Just [2]

Category:

FS2CRB [#13]

Loyal [2]

Category:

FS2CRB [#14]

Pious [2]

Category:

FS2CRB [#15]

Shrewd [2]

Category:

FS2CRB [#16]

Suspicious [2]

Category:

Description:

+2 PER when rivals around

FS2CRB [#17]

Unyielding [2]

Category:

FS2CRB [#18]

Argumentative [-2]

Category:

FS2CRB [#19]

Bluster [-2]

Category:

FS2CRB [#20]

Brainwashed [-2]

Category:

FS2CRB [#21]

Clueless [-2]

Category:

FS2CRB [#23]

Condescending [-2]

Category:

FS2CRB [#24]

Delusional [-2]

Category:

FS2CRB [#25]

Disrespectful [-2]

Category:

FS2CRB [#26]

Greedy [-2]

Category:

FS2CRB [#27]

Guilty [-2]

Category:

FS2CRB [#28]

Gullible [-2]

Category:

FS2CRB [#29]

Haughty [-2]

Category:

FS2CRB [#30]

Impetuous [-2]

Category:

FS2CRB [#31]

Righteous [-2]

Category:

FS2CRB [#32]

Mammon [-2]

Category:

FS2CRB [#33]

Phobic [-2]

Category:

FS2CRB [#35]

Possessive [-2]

Category:
FS2CRB [#36]

Prideful [-2]

Category:
FS2CRB [#37]

Secretive [-2]

Category:
FS2CRB [#38]

Subtle [-2]

Category:
FS2CRB [#39]

Surly [-2]

Category:
FS2CRB [#40]

Uncouth [-2]

Category:
Description:
-2 PRE at society actions

FS2CRB [#41]

Vain [-2]

Category:
Description:
-2 PER when being flattered

FS2CRB [#42]

Vengeful [-2]

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

FS2CRB [#43]

Bad Heart [-2]

Category:
Description:
-2 CON with athletic tasks

FS2CRB [#44]

Bad Liver [-2]

Category:
Description:
-2 CON against toxins

FS2CRB [#45]

Bad lungs [-1]

Category:
Description:
-1 CON with athletic tasks

FS2CRB [#46]

Horrible Scar or burn [-2]

Category:
Description:
-2 PRE when visible

FS2CRB [#47]

Casanova [2]

Category:
Description:
+2 TEM when seducing others

FS2CRB [#48]

Compass [2]

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

FS2CRB [#49]

Disciplined [2]

Category:
Description:
+2 WIL in combat situations

FS2CRB [#10]

Bold [2]

Category:
Description:
+2 TEM while acting when others hesitate

FS2CRB [#7]

Innovative [2]

Category:
Description:
+2 TEC when trying to invent something new

FS2CRB [#12]

Nosy [-2]

Category:
Description:
-2 WIL when seeing something new

FS2CRB [#34]

Unnerving [-2]

Category:
Description:
-2 PRE around superstitious people

FS2CRB [#57]

Handsome [1]

Category:
FS2CRB [#1]

Sensitive Touch [2]

Category:
FS2CRB [#51]

Bitter [-2]

Category:
Description:
-2 WIL when dealing with urthish

FS2CRB [#52]

Predatory [0]

Category:
FS2CRB [#53]

Giant [2]

Category:
FS2CRB [#54]

Sensistive Smell [2]

Category:
FS2CRB [#55]

Austere [-2]

Category:
FS2CRB [#56]

The Man [2]

Category:
FS2CRB [#58]

Lucky at cards [2]

Category:
Description:
+2 gambling when cheating

FS2CRB [#59]

Mute [-2]

Category:
FS2CRB [#62]

Thrifty [2]

Category:
Description:
+2 Wits in Money Matters

FS2CRB [#66]

Short [-3]

Category:
Description:
-1 body, -1 mov, base run 8 metters

FS2CRB [#67]

Perceptive Touch [1]

Category:
Description:
1

FS2CRB [#68]

Agile Toes [1]

Category:
Description:
Feet can be used like hands

FS2CRB [#69]

Grease Monkey [2]

Category:
Description:
+1 with all Redemption skills

FS2CRB [#70]

Immunity [2]

Category:
Description:
Immunity against symbiot taint

FS2CRB [#71]

Long Fingers & Toes [1]

Category:
Description:
+2 REF with fine manipulations

FS2CRB [#72]

Omnidigestion [2]

Category:
Description:
Vast diet, not immune to poison or toxins

FS2CRB [#73]

Prehensile Tail [2]

Category:
Description:
+2 to grab

FS2CRB [#74]

Regeneration [5]

Category:
Description:
Heal 1 point per act

FS2CRB [#75]

Alien Nature [-3]

Category:
Description:
Weird creature

FS2CRB [#76]

Dwarf [-5]

Category:
Description:
Reduce BOD and STR and MOV

FS2CRB [#77]

Voracious [-1]

Category:
Description:
Voracious apetite when healing wounds

FS2CRB [#78]

Stench [-2]

Category:
Description:
-2 PRE among non gannok

FS2CRB [#79]

Etyri Claws [2]

Category:
Description:
3 DMG

FS2CRB [#81]

Etyri Beak [1]

Category:
Description:
2 DMG

FS2CRB [#82]

Flight [5]

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

FS2CRB [#80]

Keen Eyes [3]

Category:
Description:
+3 AWA with sight only

FS2CRB [#83]

Etyri Beak [1]

Category:
Description:
2 DMG

FS2CRB [#84]

Claustrophobia [2]

Category:
Description:
-2 WIL in close quarters

FS2CRB [#85]

Hollow Bones [-6]

Category:
Description:
Vitality base is halved

FS2CRB [#86]

Tall [3]

Category:
Description:
+1 HEALTH

FS2CRB [#87]

Rebellious [-3]

Category:
Description:
-3 WIL when following others orders

FS2CRB [#88]

Callous [-2]

Category:
Description:
-2 TEM when asked for help

FS2CRB [#22]

War Trauma [-2]

Category:
FICS [#50]

Self-conscious [-2]

Category:
Description:
When to observed or watched

FICS [#65]

Bad Ass [2]

Category:
FICS [#63]

Overconfident [-2]

Category:
FICS [#64]

Coward [-2]

Category:
FICS [#60]

Vorox Staredown Ritual [4]

Category:
Description:
Avatar has earned frindship with the Voroxes

FICS [#61]

Lifepaths

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

The standard construction of a character is:

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

Racial Lifepath (Birthrights)

Vau (0#227)

Uncomplete Lifepath

Etyri (0#223)

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

Attributes — STR+2 CON+3 BOD+3 MOV+3 INT+3 PRE+3 TEM+3 WIL+3 REF+4 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 — Prideful -2, Unyielding +2.

Landless al-Malik (10#37) [al-Malik]

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

Attributes — INT+1 PRE+1 WIL+1 REF+2

Skills — Inquiry +1, Melee +1, Trading +1, Linguistics (Graceful Tongue) +2.

Benefices/Afflictions — *none*.

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

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 – Pridful -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

Country (10#51) [Church or Guild]

Source: FS2CRB, Attributes Points: 4, Options Points: 3 Value: **+15**.

Attributes — STR+1 CON+1 MOV+1 TEM+1

Skills — Athletics +1, Beastcraft +1, Local Expert (undefined) +1.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

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

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

Attributes — PRE+1

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

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

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

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

Attributes — PRE+1

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

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

City (10#49) [Church or Guild]

Source: FS2CRB, Attributes Points: 4, Options Points: 3 Value: **+15**.

Attributes – INT+2 AWA+2

Skills – Inquiry +1, Observe +1, Streetwise +1.

Benefices/Afflictions – *none*.

Blessings/Curses – *none*.

Town (10#50) [Church or Guild]

Source: FS2CRB, Attributes Points: 4, Options Points: 3 Value: **+15**.

Attributes – INT+1 PRE+2 AWA+1

Skills – Athletics +1, Inquiry +1, Seduction +1.

Benefices/Afflictions – *none*.

Blessings/Curses – *none*.

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

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

Attributes – TEM+1

Skills – Knavery +1, Streetwise +1.

Benefices/Afflictions – *none*.

Blessings/Curses – *none*.

Samarkand Citizen (10#250) [Istakhr]

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

Attributes – BOD+1 PRE+1 TEM+1 TEC+1

Skills – Academia +1, Beastcraft +1, Bribery +1, Bureaucracy +1, Etiquette +1, Seduction +1, Stoic Body +1, Linguistics (undefined) +1.

Benefices/Afflictions – *none*.

Blessings/Curses – *none*.

Sihid Desert Nomad (10#255) [Istakhr]

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

Attributes – CON+1 MOV+1 WIL+1 AWA+1

Skills – Beastcraft +1, Navigation +1, Observe +1, Shadowing +1, Survival +1, Dogma (undefined) +1, Lore (undefined) +1.

Benefices/Afflictions – *none*.

Blessings/Curses – *none*.

Serfdom (10#123) [Church or Guild]

Source: FICS, Attributes Points: 5, Options Points: 0 Value: **+15**.

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

Skills – Beastcraft +1, Remedy +1, Local Expert (undefined) +1.

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

Blessings/Curses – *none*.

Apprenticeship

Early Career

Church Lifepath

Upbringing

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

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

Attributes – STR+1 BOD+1 TEM+1 AGI+1

Skills – Athletics +1, Dodge +1, Fight +1, Focus +1, Melee +1, Remedy +1, Shoot +1, Stoic Body +1.

Benefices/Afflictions – *none*.

Blessings/Curses – Clueless -2, Disciplined +2.

Apprenticeship

Orthodox Parish (20#60) [Orthodox]

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

Attributes – INT+1 PRE+1 TEM+2 WIL+1

Skills – Empathy +1, Focus +1, Oratory +1, Remedy +1, Seduction +1, Surgery +1, Teaching +1, Dogma (Church of the Celestial Sun) +2, Local Expert (undefined) +1.

Benefices/Afflictions – *none*.

Blessings/Curses – Austere -2, Pious +2.

Temple Avesti Cathedral (20#58) [Avestite]

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

Attributes – CON+1 TEM+2 AWA+2

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

Benefices/Afflictions – *none*.

Blessings/Curses – Pious +2, Righteous -2.

Eskatonic Order Cathedral (20#57) [Eskatonic]

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

Attributes – INT+1 PRE+2 TEM+2

Skills – Academia +1, Alchemy +1, Focus +3, Observe +1, Occult Arts +1, Stoic Mind +1, Linguistics (Latin) +2.

Benefices/Afflictions – *none*.

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

Eskatonic Order Parish (20#61) [Eskatonic]

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

Attributes – INT+1 PRE+2 TEM+2

Skills – Alchemy +1, Empathy +1, Focus +3, Observe +1, Occult Arts +1, Remedy +1, Stoic Mind +2.

Benefices/Afflictions – *none*.

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

Orthodox Cathedral (20#56) [Orthodox]

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

Attributes – INT+1 PRE+1 TEM+2 WIL+1

Skills – Academia +1, Etiquette +1, Focus +1, Oratory +2, Seduction +1, Surgery +1, Dogma (Church of the Celestial Sun) +1, Linguistics (Latin) +1, Linguistics (Urthish) +1.

Benefices/Afflictions – *none*.

Blessings/Curses – Austere -2, Pious +2.

Temple Avesti Parish (20#124) [Avestite]

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

Attributes – CON+1 TEM+2 AWA+2

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

Benefices/Afflictions – *none*.

Blessings/Curses – *none*.

Sanctuary Aeon Cathedral (20#59) [Amalthean]

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

Attributes – TEM+1 WIL+1 REF+2 TEC+1

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

Benefices/Afflictions – *none*.

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

Eskatonic Order Monastery (20#65) [Eskatonic]

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

Attributes – INT+1 PRE+2 TEM+2

Skills – Academia +1, Alchemy +2, Focus +2, Occult Arts +1, Stoic Mind +1, Linguistics (Latin) +2, Linguistics (Urthish) +1.

Benefices/Afflictions – *none*.

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

Sanctuary Aeon Parish (20#63) [Amalthean]

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

Attributes – TEM+2 WIL+1 REF+2

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

Benefices/Afflictions – *none*.

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

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

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

Attributes — STR+1 CON+1 TEM+1 REF+1 AGI+1

Skills — Fight +1, Remedy +1, Shoot +1, Stoic Body +1.

Benefices/Afflictions — Basic Mantok +6.

Blessings/Curses — *none*.

Sanctuary Aeon Monastery (20#67) [Amalthean]

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

Attributes — PRE+1 TEM+2 WIL+1 REF+1

Skills — Alchemy +1, Empathy +1, Remedy +2, Stoic Mind +1, Surgery +3, Dogma (Church of the Celestial Sun) +1, Linguistics (Urthish) +1.

Benefices/Afflictions — *none*.

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

Temple Avesti Monastery (20#125) [Avestite]

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

Attributes — CON+1 TEM+2 AWA+2

Skills — Beastcraft +1, Impress +1, Inquiry +1, Interrogation +1, Melee +1, Observe +1, Riding +1, Shadowing +2, Survival +1.

Benefices/Afflictions — *none*.

Blessings/Curses — Pious +2, Righteous -2.

Orthodox Monastery (20#64) [Orthodox]

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

Attributes — INT+1 PRE+1 TEM+2 WIL+1

Skills — Academia +2, Focus +1, Stoic Mind +1, Surgery +1, Dogma (Church of the Celestial Sun) +2, Linguistics (Latin) +2, Linguistics (Urthish) +1.

Benefices/Afflictions — *none*.

Blessings/Curses — Austere -2, Pious +2.

Early Career

Healer (30#72) [Church]

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

Attributes — CON+1 INT+1 PRE+2 TEM+2 WIL+1 REF+2 TEC+1

Skills — Empathy +2, Focus +1, Observe +1, Oratory +1, Remedy +3, Seduction +2, Surgery +3, Redemption (Tinkering) +1, Local Expert (undefined) +1.

Benefices/Afflictions — Ordained +3.

Blessings/Curses — *none*.

Missionary (30#71) [Church]

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

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

Skills — Beastcraft +1, Empathy +1, Focus +1, Inquiry +1, Observe +1, Oratory +2, Remedy +1, Riding +1, Seduction +3, Streetwise +1, Surgery +1, Dogma (Church of the Celestial Sun) +1.

Benefices/Afflictions — Ordained +3.

Blessings/Curses — *none*.

Preacher (30#69) [Church]

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

Attributes — INT+2 PRE+3 TEM+2 WIL+2 AWA+1

Skills — Empathy +2, Focus +1, Impress +2, Inquiry +1, Observe +1, Oratory +3, Seduction +1, Surgery +1, Dogma (Church of the Celestial Sun) +1, Linguistics (Latin) +2.

Benefices/Afflictions — Ordained +3.

Blessings/Curses — *none*.

Monk (30#70) [Church]

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

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

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

Benefices/Afflictions — Ordained +3.

Blessings/Curses — *none*.

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

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

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

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

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

Blessings/Curses — *none*.

Inquisitor (30#73) [Church]

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

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

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

Benefices/Afflictions — Ordained +3.

Blessings/Curses — *none*.

Guild Lifepath

Upbringing

Apprenticeship

Academy Charioteers (20#75) [Charioteer]

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

Attributes — INT+1 PRE+2 REF+2

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

Benefices/Afflictions — *none*.

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

Street Scavvers (20#87) [Scravvers]

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 (Scravvers' 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 Scravvers (20#77) [Scravvers]

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 (Scravvers' 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) [Scravengers]

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 (Scravengers' Cant) +2.

Benefices/Afflictions — *none*.

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

Streets Charioteers (20#128) [Charioteer]

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

Attributes — INT+1 PRE+2 REF+2

Skills — Impress +1, Knavery +1, Remedy +1, Streetwise +2, Trading +1, Driving (Landcraft) +1, Redemption (Tinkering) +1, Linguistics (undefined) +1, Lore (undefined) +1.

Benefices/Afflictions — *none*.

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

Early Career

Market Money Lender (30#91) [Guild]

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

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

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

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

Blessings/Curses — *none*.

Mercenary Soldier (30#95) [Guild]

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

Attributes — STR+1 CON+1 BOD+2 WIL+2 REF+2 TEC+1 AGI+1

Skills — Athletics +1, Dodge +1, Fight +2, Impress +1, Melee +2, Remedy +1, Shadowing +1, Shoot +3, Survival +1, Redemption (Mech) +1, Driving (undefined) +1.

Benefices/Afflictions — Commission +3.

Blessings/Curses — *none*.

Scientist (30#98) [Guild]

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

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

Skills — Academia +1, Focus +1, Inquiry +1, Think Machine +1, Linguistics (Urthtech) +2, Redemption (Forbidden Lore) +1, Redemption (Mech) +1, Redemption (Volt) +2, Science (primary speciality) +3, Science (secondary speciality) +2.

Benefices/Afflictions — Commission +3.

Blessings/Curses — *none*.

Starship Gunner (30#94) [Guild]

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

Attributes — BOD+1 MOV+1 TEM+1 WIL+2 REF+2 TEC+1 AWA+2

Skills — Acrobatics +2, Athletics +1, Dodge +1, Gunnery +3, Melee +1, Remedy +1, Security +1, Sensors +1, Shoot +2, Think Machine +1, Lore (Jumpweb) +1.

Benefices/Afflictions — Commission +3.

Blessings/Curses — *none*.

Thief (30#99) [Guild]

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

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

Skills — Acrobatics +1, Athletics +1, Bureaucracy +1, Dodge +1, Forgery +1, Gambling +1, Impress +1, Inquiry +1, Observe +1, Security +1, Shoot +1, Sneak +1, Stealth +2, Redemption (Tinkering) +1.

Benefices/Afflictions — Commission +3.

Blessings/Curses — *none*.

Scholar (30#97) [Guild]

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

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

Skills — Academia +1, Cybernetics +1, Etiquette +1, Focus +1, Inquiry +1, Observe +1, Oratory +1, Seduction +1, Think Machine +1, Linguistics (Urthish) +1, Lore (undefined) +2, Science (undefined) +3.

Benefices/Afflictions — Commission +3.

Blessings/Curses — *none*.

Mercenary Combat Engineer (30#96) [Guild]

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

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

Skills — Demolition +1, Fight +1, Heavy Weapons +1, Observe +1, Remedy +1, Shoot +2, Redemption (Mech) +3, Redemption (Volt) +2, Science (Engineering)

+1, Driving (undefined) +2.

Benefices/Afflictions — Commission +3.

Blessings/Curses — *none*.

Market Merchant (30#90) [Guild]

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

Attributes — CON+1 MOV+1 PRE+2 WIL+2 REF+1 TEC+1 AWA+2

Skills — Fight +1, Gambling +1, Inquiry +2, Knavery +1, Observe +1, Seduction +2, Sneak +1, Streetwise +2, Trading +2, Linguistics (undefined) +1, Lore (undefined) +1.

Benefices/Afflictions — Commission +3.

Blessings/Curses — *none*.

Spy (30#100) [Guild]

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

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

Skills — Cryptography +2, Disguise +1, Dodge +1, Forgery +1, Inquiry +2, Melee +1, Spycraft +3, Streetwise +1, Think Machine +2, Lore (undefined) +1.

Benefices/Afflictions — Commission +3.

Blessings/Curses — *none*.

Starship Engineer (30#93) [Guild]

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

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

Skills — Academia +1, Cybernetics +1, Focus +2, Melee +1, Observe +2, Sensors +1, Think Machine +1, Driving (Celestial Sailing) +1, Redemption (Forbidden Lore) +2, Redemption (Mech) +1, Redemption (Volt) +1, Science (Engineering) +1.

Benefices/Afflictions — Commission +3.

Blessings/Curses — *none*.

Starship Pilot (30#92) [Guild]

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

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

Skills — Gunnery +1, Magna Carta +1, Melee +1, Navigation +1, Observe +1, Remedy +1, Sensors +1, Shoot +1, Think Machine +1, Driving (Celestial Sailing) +4, Driving (Skycraft Piloting) +1, Lore (Jumpweb) +1.

Benefices/Afflictions — Commission +3.

Blessings/Curses — *none*.

Lodge of the Artists (30#249)

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

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

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

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

Royale House Soldier (30#144)

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

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

Skills — Academia +1, Bureaucracy +1, Dodge +2, Empathy +1, Etiquette +2, Security +1, Sensors +1, Shoot +2, Surveillance +1, Driving (undefined) +1, Lore (undefined) +2.

Benefices/Afflictions — Commission +3.

Blessings/Curses — *none*.

Alien Lifepath

Upbringing

Kordeth Spawn (10#108) [ukari]

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

Attributes — CON+1 WIL+1 REF+1 TEC+1 AWA+1

Skills — Fight +1, Knavery +1, Stealth +1, Survival +1, Lore (Kordeth System) +1.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

Velisamil Ur Obun (10#101) [obuni]

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

Attributes — PRE+1 TEM+1 WIL+1 TEC+1

Skills — Empathy +2, Etiquette +1, Focus +1, Stoic Body +1, Stoic Mind +1, Linguistics (Urthish) +2.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

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

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

Attributes — STR+1 CON+1 REF+1 AGI+1

Skills — Acrobatics +1, Dodge +1, Fight +1, Shadowing +2, Shoot +1, Warfare +2.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

Aylon Spawn (10#122) [ukari]

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

Attributes — CON+1 REF+1 TEC+2 AWA+1

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

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

Verona Ukari (10#199) [Verona]

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

Attributes — BOD+1 MOV+1 WIL+1 TEC+1

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

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

Apprenticeship

Clan Chieftain (20#109) [ukari]

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

Attributes — INT+1 PRE+1 WIL+1 REF+1 AWA+1

Skills — Alchemy +1, Dodge +1, Impress +1, Knavery +1, Leadership +1, Melee +1, Shoot +1, Stoic Mind +1, Survival +1, Linguistics (Ba'amon carvings) +1.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

Clan Warrior (20#110) [ukari]

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

Attributes — STR+1 CON+1 WIL+1 REF+1 AGI+1

Skills — Alchemy +1, Dodge +2, Fight +2, Impress +1, Melee +2, Observe +1, Shoot +1.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

Voavenlohjun Abbot (20#106) [obuni]

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

Attributes — INT+2 PRE+1 TEM+2

Skills — Academia +1, Alchemy +1, Focus +2, Observe +1, Remedy +1, Seduction +1, Stoic Mind +2, Lore (undefined) +1.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

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

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

Attributes — INT+2 PRE+2 AWA+1

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

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

Vhem Saahen Learner (20#104) [obuni]

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

Attributes — STR+1 CON+1 WIL+1 REF+1 AGI+1

Skills – Athletics +1, Dodge +2, Fight +2, Focus +1, Melee +2, Shoot +2.

Benefices/Afflictions – *none*.

Blessings/Curses – *none*.

Bava! Recruit (20#111) [ukari]

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

Attributes – BOD+1 MOV+1 WIL+1 REF+1 TEC+1 AGI+1

Skills – Cryptography +2, Demolition +2, Disguise +2, Dodge +1, Politics +2.

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

Blessings/Curses – *none*.

Vorox Commando (20#136) [vorox]

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

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

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

Benefices/Afflictions – *none*.

Blessings/Curses – *none*.

Vorox Scout (20#146) [vorox]

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

Attributes – CON+1 BOD+1 TEC+1 AGI+1 AWA+1

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

Benefices/Afflictions – *none*.

Blessings/Curses – *none*.

Vorox Escort (20#147) [vorox]

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

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

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

Benefices/Afflictions – *none*.

Blessings/Curses – *none*.

Early Career

Clan Warrior (30#113) [ukari]

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

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

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

Benefices/Afflictions – *none*.

Blessings/Curses – *none*.

Vhem Saahen Herald (30#107) [obuni]

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

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

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

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

Blessings/Curses – *none*.

Clan Chieftain (30#112) [ukari]

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

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

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

Benefices/Afflictions – *none*.

Blessings/Curses – *none*.

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

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

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

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

Benefices/Afflictions – Ordained +3.

Blessings/Curses – *none*.

Vooavenlohjun Priest (30#202) [obuni]

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

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

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

Benefices/Afflictions – Occult Mastery 1 +6.

Blessings/Curses – *none*.

Bava! Agent (30#114) [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

Standard Tour of Duty (double rounds) (40#126)

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

Attributes —

Skills — *none*.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

Cybernetics Tweaked (40#26)

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

Attributes — *none*.

Skills — *none*.

Benefices/Afflictions — Medium Cyber Package +20.

Blessings/Curses — *none*.

Native Psychic (40#25)

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

Attributes — TEM+1

Skills — Occult Arts +2.

Benefices/Afflictions — Occult Mastery 1 +6.

Blessings/Curses — *none*.

Native Theurge (40#44)

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

Attributes — TEM+1

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

Benefices/Afflictions — Occult Mastery 1 +6.

Blessings/Curses — *none*.

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 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*.

Noble Confessor (40#197)

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

Attributes — TEM+1 AWA+1

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

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

Cybernetics Touched (40#215)

Source: FS2CRB, Attributes Points: 0, Options Points: 10 Value: **+10**.

Attributes — *none*.

Skills — *none*.

Benefices/Afflictions — Light Cyber Package +10.

Blessings/Curses — *none*.

Crimelord (40#201)

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

Attributes — PRE+1 AWA+1

Skills — Bribery +2, Bureaucracy +2, Cryptography +2, Leadership +2, Security +2, Local Expert (undefined) +2, Lore (undefined) +2.

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

Blessings/Curses — *none*.

Questing Knight (40#23) [Nobility]

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

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

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

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

Lodge of the Physicians (40#252)

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

Attributes — WIL+1 REF+1

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

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

Security Enforcer (40#143)

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

Attributes — WIL+1 REF+1 AWA+1

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

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

Kalinthi Envoy (40#149) [kalinthi]

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

Attributes — TEM+1 WIL+1

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

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

Full Free Customization (40#145)

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

Attributes —

Skills — *none*.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

Slayers Guild Agent (40#142)

Source: FICS, Attributes Points: 4, Options Points: 18 Value: **+30**.

Attributes — CON+1 INT+1 TEC+1 AWA+1

Skills — Acrobatics +1, Acting +3, Alchemy +2, Disguise +1, Dodge +1, Empathy +1, Focus +1, Inquiry +2, Search +1, Security +2, Shadowing +1, Surveillance +2.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

Diplomatic Mission (40#208)

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

Attributes — PRE+1 AWA+1

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

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

House Duellist (40#212)

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

Attributes — REF+1 AGI+1

Skills — Acrobatics +1, Athletics +1, Dodge +2, Empathy +2, Impress +2, Melee +2, Observe +2, Stoic Mind +2.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

Landlord (40#214)

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

Attributes — PRE+1 WIL+1

Skills — Bribery +1, Bureaucracy +2, Etiquette +1, Leadership +1, Magna Carta +2, Oratory +1, Driving (undefined) +1, Lore (undefined) +2, Redemption (undefined) +2, Science (undefined) +1.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

Low Free Customization (40#193)

Source: FICS, Attributes Points: 0, Options Points: 240 Value: **+240**.

Attributes — *none*.

Skills — *none*.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

Corporate Militia (40#207) [Zaibatsu]

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

Attributes — CON+1 BOD+1

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

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

Bailliff (40#203) [Marketplace]

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

Attributes — INT+1 PRE+1

Skills — Bribery +2, Bureaucracy +1, Etiquette +2, Forgery +1, Knavery +1, Magna Carta +2, Oratory +2, Linguistics (Latin) +1, Lore (undefined) +2.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

Live Performer (40#205) [Marketplace]

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

Attributes — PRE+2

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

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

Academia Interrata Freshman (40#253)

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

Attributes — INT+1 TEC+1

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

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

Traveller (40#211)

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

Attributes — CON+1 MOV+1

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

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

Pilgrim Escort (40#131) [Church]

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

Attributes — BOD+1 MOV+1

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

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

Chapter Monk (40#138) [Amalthean]

Source: FICS, Attributes Points: 6, Options Points: 12 Value: **+30**.

Attributes — CON+1 TEM+2 WIL+1

Skills — Dodge +2, Empathy +2, Focus +1, Melee +2, Persuasion +1, Stoic Mind +1, Dogma (Stellar Apocryphon) +1.

Benefices/Afflictions — Chapter Occult Attunement +3, Vow of Celibacy -1.

Blessings/Curses — *none*.

Caliphate Wars Veteran (5011) (40#40)

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

Attributes — MOV+1 WIL+1

Skills — Bribery +2, Cybernetics +1, Demolition +1, Dodge +1, Gambling +1, Remedy +1, Shoot +1, Stealth +1, Stoic Body +1, Linguistics (Kurgan) +2, Redemption (Mech) +1.

Benefices/Afflictions — Well-Traveled +3.

Blessings/Curses — War Trauma -2.

Corporate Executive (40#206) [Zaibatsu]

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

Attributes — INT+1 WIL+1

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

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

Dilletante (40#210)

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

Attributes — INT+1 WIL+1

Skills — Academia +1, Acting +1, Etiquette +1, Focus +1, Gambling +1, Observe +1, Think Machine +1, Trading +1, Arts (undefined) +2, Lore (undefined) +2, Performance (undefined) +2.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

Fief Holder (40#132) [Nobility]

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

Attributes — PRE+2

Skills — Empathy +1, Etiquette +1, Gambling +1, Impress +1, Leadership +3, Security +1, Seduction +1, Local Expert (undefined) +1, Lore (undefined) +1.

Benefices/Afflictions — Retinue +3.

Blessings/Curses — *none*.

Junkie in satin (40#213)

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

Attributes — TEM+1 AWA+1

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

Benefices/Afflictions — Addiction -1.

Blessings/Curses — *none*.

Banjaka Sadaroun (40#116) [ukari]

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

Attributes — PRE+1 WIL+1

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

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

Military Officer (40#209)

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

Attributes — BOD+1 TEM+1

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

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

Craftman (40#204) [Marketplace]

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

Attributes — INT+1 AWA+1

Skills — Beastcraft +1, Bureaucracy +2, Etiquette +2, Inquiry +1, Teaching +1, Driving (undefined) +2, Lore (undefined) +2, Redemption (undefined) +1, Science (undefined) +2.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

Veronese Resistance Fighter (40#216)

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

Attributes — CON+1 MOV+1

Skills — Athletics +1, Fight +1, Focus +1, Observe +1, Sensors +1, Sneak +2, Stealth +2, Stoic Body +2, Survival +2, Warfare +1.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

Star Nations Veteran (5007) (40#43)

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

Attributes — INT+1 WIL+1 AWA+1

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

Benefices/Afflictions — Well-Traveled +3.

Blessings/Curses — *none*.

Icon Veteran (5019) (40#247)

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

Attributes — BOD+1 WIL+1

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

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

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

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

Attributes — TEC+1 AWA+1

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

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

Stigmata Veteran (5013) (40#42)

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

Attributes — WIL+1 AGI+1 AWA+1

Skills — Heavy Weapons +1, Leadership +1, Remedy +1, Stealth +1, Stoic Mind +1, Warfare +1, Linguistics (Imperial Battle Slang) +2, 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 +1, Athletics +2, Dodge +2, Etiquette +2, Melee +2, Observe +1, Riding +1, Search +2.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

Anikrunta Taudwyan (40#117) [ukari]

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

Attributes — INT+1 TEM+1 WIL+1

Skills — Etiquette +1, Focus +1, Impress +1, Interrogation +1, Leadership +1, Occult Arts +2, Oratory +1, Politics +1, Dogma (Ukar Banjak) +1, Xenology (Ur Ukar) +1.

Benefices/Afflictions — *none*.

Blessings/Curses — *none*.

League Enforcer (40#251)

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

Attributes — STR+1 BOD+1

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

Benefices/Afflictions — Martial Arts (Base) +6.

Blessings/Curses — *none*.

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Ascorbite (Ascorbite)	1
Etyri (Huar'raughq)	1
Gannok (Gannok)	1
Hironem (Sibanzi)	1
Oro'ym (Oro'ym)	1
Shantor (Shantor)	1
Ur Obun (Ur Obun)	1
Urthish (Kaanic)	1
Urthish (Mangalore)	1
Urthish (Mendere)	1
Urthish (Protoenquist)	1
Urthish (Sebacean)	1
Urthish (Teutonic)	1
Urthish (Enquist)	1
Urthish (Urthish)	1
Urthish (Protokaanic)	1
Urthish (Romanovish)	1
Urthish (Castillan)	1
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Demolition	2	Nobility [12]	6
Disguise	2	Nobility [13]	6
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