

| Cat | Tour of Duty | Pts | Details |
|-----|---------------------------------------|-----|--|
| 0 | Urthish | 140 | STR +3 CON +3 BOD +3 MOV +3 INT +3 WIL +3 TEM +3 PRE +3 REF +3 TEC +3 AGI +3 AWA +3 {Academia +2} {Athletics +2} {Fight +2} {Focus +2} {Observe +2} {Persuasion +2} {Teaching +2} {Linguistics (Urthish) +1} {Lore (undefined) +1} |
| 10 | City | 15 | INT +2 AWA +2 {Inquiry +1} {Observe +1} {Streetwise +1} |
| 10 | Wealthy Class | 5 | PRE +1 {Linguistics (Latin) +1} {Linguistics (Urthish) +1} |
| 20 | Academy Engineers | 25 | INT +1 REF +1 TEC +3 {Inquiry +1} {Think Machine +1} {Linguistics (Urthtech) +1} {Redemption (Mech) +2} {Redemption (Volt) +1} {Science (primary speciality) +3} {Science (secondary speciality) +1} (Innovative +2) (Unnerving -2) |
| 30 | Starship Engineer | 48 | BOD +1 MOV +1 INT +2 WIL +2 TEC +3 AWA +1 {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} {Commission +3} |
| 40 | Clockmaker | 20 | TEC +3 AWA +1 {Cybernetics +2} {Observe +2} {Arts (Sculpture) +4} {Redemption (Clockworking) +2} {Science (Clockworking) +2} {Science (Cybernetics) +2} |
| 40 | Standard Tour of Duty (double rounds) | 20 | (Custom tour for 20 pts) |
| 50 | Friends & Rewards | 7 | (Ally +2) (Assets +3) (Gossip Network +2) |

| Blessing/Curse | Value | Description |
|----------------|-------|-------------|
| | | |
| | | |
| | | |

| Benefice/Affliction | Value | Description | Note |
|---------------------|-------|---|--------------------|
| Ally | | | |
| | 2 | | Wilson Nolland |
| Ally | | | |
| | 4 | | Balthazar Zemeckis |
| Assets | | | |
| | 3 | 3000 | |
| Commission | | | |
| | 3 | Ensign / Apprentice / Associate / Private / Associate | |
| Gossip Network | | | |
| | 2 | You have a network of informants planetwide. | |

Occult Arts

Stigma:

Pathes:

Lvl PathRitualG L P W AttSkillValue

LVL

0

DRK

0