

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	Country	15	STR +1 CON +1 MOV +1 TEM +1 {Athletics +1} {Beastcraft +1} {Lore (undefined) +1}
10	Poor Class	5	TEM +1 {Knavery +1} {Streetwise +1}
20	Guildhall Charioteers	25	INT +1 PRE +2 REF +2 {Empathy +1} {Impress +1} {Remedy +1} {Driving (Heavy Transport Vehicle) +2} {Driving (Railway) +1} {Redemption (Tinkering) +2} {Linguistics (undefined) +1} {Lore (undefined) +1} {Curious +2} {Nosy -2}
30	Royale House Soldier	48	STR +1 CON +1 BOD +1 MOV +1 WIL +2 REF +1 TEC +1 AGI +1 AWA +1 {Academia +1} {Bureaucracy +1} {Dodge +2} {Empathy +1} {Etiquette +2} {Security +2} {Sensors +1} {Shoot +2} {Driving (undefined) +1} {Lore (undefined) +2} {Commission +3}
40	Military Officer	20	BOD +1 TEM +1 {Athletics +2} {Bureaucracy +2} {Dodge +1} {Fight +1} {Leadership +2} {Melee +1} {Shoot +1} {Warfare +2} {Lore (undefined) +2}
40	Standard Tour of Duty (double rounds)	20	(Custom tour for 20 pts)
50	High Promotion	7	(Cash +3) (Rise Rank By 2 +4)

Blessing/Curse	Value	Description

Benefice/Affliction	Value	Description	Note
Cash	3	600	
Commission	3	Ensign / Apprentice / Associate / Private / Associate	
Oath of Fealty	-1		
Passage Contract	4	Transport	
Professional Contract	6		
Rise Rank By 2	4		

Occult Arts		LVL	<div>0</div>
Stigma:			
Pathes:		DRK	<div>0</div>
Lvl	Path	Ritual	G L P W Att Skill Value