

# Dramatis Personae References

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## Skills

### Academia

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

### Acrobatics

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

### Acting

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

### Alchemy

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

### Arts \*

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

### Arts (Cooking)

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

### Arts (Holoovid)

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

### Arts (Litterature)

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

### Arts (Music)

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

### Arts (Painting)

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

### Arts (Poetry)

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

### Arts (Rhetoric)

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

### Arts (Sculpture)

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

### Athletics

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

### Beastcraft

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

### Bribery

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

### Bureaucracy

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

### Cryptography

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

### Cybernetics

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

### Demolition

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

### Disguise

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

### Dodge

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

### Dogma \*

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

### Dogma (Church of the Celestial Sun)

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

### Dogma (Kurgan El-Diin)

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

### Dogma (Manja)

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

### Dogma (Obun Bintaru)

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

### Dogma (Obun Voavenlohjun)

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

### Dogma (Omega Gospels)

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

### Dogma (Sathraism)

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

### Dogma (Stellar Apocryphon)

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

### Dogma (Symbiot Lifeweb)

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

### Dogma (Ukar Banjak)

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

### Dogma (Vuldrok Erdgheist)

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

### Driving \*

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

### Driving (Armored Vehicle)

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

### Driving (Battle Mech)

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

### Driving (Celestial Sailing)

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

### Driving (Construction Mech)

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

### Driving (Heavy Transport Vehicle)

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

### Driving (Hovertank)

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

### Driving (Landcraft)

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

### Driving (Railway)

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

### Driving (Skimmer bike)

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

### Driving (Skycraft Piloting)

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

### Driving (Watercraft)

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

### Empathy

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

### Etiquette

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

### Fight

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

### Focus

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

### Forgery

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

### Gambling

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

### Gunnery

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

### Heavy Weapons

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

## Impress

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

## Inquiry

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

## Interrogation

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

## Knavery

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

## Leadership

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

## Linguistics \*

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

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

## Linguistics (Ba'amon carvings)

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

## Linguistics (Etyri)

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

The language of the birdmen from Grail

## Linguistics (Franken)

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

## Linguistics (Graceful Tongue)

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

## Linguistics (Imperial Battle Slang)

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

## Linguistics (Kurgan)

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

## Linguistics (Latin)

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

## Linguistics (Obuni)

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

## Linguistics (Rital)

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

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

## Linguistics (Scravers' Cant)

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

## Linguistics (Signs Language)

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

## Linguistics (Tok tok)

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

The gannoks' mother tongue

## Linguistics (Ukari)

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

## Linguistics (Urthish)

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

## Linguistics (Urthtech)

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

## Linguistics (Vorox)

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

## Linguistics (Vuldrok)

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

## Local Expert \*

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

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

### Local Expert (Acadia Province)

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

### Local Expert (Avaneir)

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

### Local Expert (Avaneir Recipes)

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

### Local Expert (Avaneir Underground)

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

### Local Expert (Curpertino)

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

### Local Expert (Cybernetics Black Market)

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

### Local Expert (Famous Authors)

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

### Local Expert (Grail Pilgrims)

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

### Local Expert (Hargard)

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

### Local Expert (Imperial Dominion)

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

### Local Expert (Miret)

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

### Local Expert (Miret guilds)

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

### Local Expert (New Odessa)

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

### Local Expert (Outreach Spiritual Legacy)

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

### Local Expert (Rampart Church)

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

### Local Expert (Rampart Customs)

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

### Local Expert (Rampart folk)

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

### Local Expert (Rampart History)

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

### Local Expert (Rampart Li Halan)

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

### Local Expert (Rampart Market)

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

### Local Expert (Rampart Nobility)

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

### Local Expert (Rampart System)

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

### Local Expert (Rampart Underworld)

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

### Local Expert (Sangreal)

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

### Local Expert (Sargasso Military Operations)

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

### Local Expert (Sargasso Orbital Stations)

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

### Local Expert (Sargasso Politics)

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

### Local Expert (Stigmata)

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

## Local Expert (Veneto Province)

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

## Local Expert (Verona Province)

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

## Lore \*

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

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

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

## Lore (Absolution System)

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

## Lore (Al Fashir System)

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

## Lore (Amena System)

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

## Lore (Anti-Alexius Hawkwoods)

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

## Lore (Antinomy)

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

## Lore (Antioch System)

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

## Lore (Anti-Republicans)

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

## Lore (Apshai System)

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

## Lore (Aragon System)

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

## Lore (Archons)

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

## Lore (Artemis System)

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

## Lore (Aspiration System)

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

## Lore (Auditors)

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

## Lore (Aylon System)

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

## Lore (Bannockburn System)

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

## Lore (Bava! & UFM)

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

## Lore (Beliah System)

Type: System  
 UUID: c32c18e6-af77-37e6-b324-791addbcd831

## Lore (Bröselig System)

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

## Lore (Byzantium Secundus System)

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

## Lore (Cadavus System)

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

## Lore (Cadiz System)

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

## Lore (Charioteers Guild)

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

## Lore (Chernobog System)

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

## Lore (Collier's Landing (Sargasso) System)

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

### Lore (Criticorum System)

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

### Lore (CyberEvolutionaries)

UUID: 1d541c56-4a2a-36ef-83c7-db28949fff1e

### Lore (Daishan System)

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

### Lore (Delphi System)

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

### Lore (De Moley System)

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

### Lore (Dervishes Coven)

UUID: d1a1c8ae-0161-3f52-859d-b5ae8d1ee038

### Lore (Egg System)

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

### Lore (Einzig System)

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

### Lore (Engineers Guild)

Common Skill  
 Type: Guild  
 UUID: 4ae1c13d-86c6-3573-9bcb-acc9e9a393fb

### Lore (Epiphany System)

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

### Lore (Eridol System)

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

### Lore (Eskatonic Worldshapers)

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

### Lore (Etyri)

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

### Lore (FAR)

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

### Lore (Favyana Coven)

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

### Lore (Finance)

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

### Lore (Fingisvold System)

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

### Lore (Frost System)

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

### Lore (Gannok)

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

### Lore (Gargoyles)

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

### Lore (Gizeh System)

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

### Lore (Grail System)

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

### Lore (Gwynneth System)

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

### Lore (Harbingers)

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

### Lore (Hargard System)

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

### Lore (Hawkwod Rooks)

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

### Lore (Heaven's Ridge System)

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

### Lore (Heresy)

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

### Lore (Hidden Martyrs)

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

### Lore (Hira System)

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

### Lore (Holy Terra System)

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

### Lore (House al-Malik)

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

### Lore (House Decados)

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

### Lore (House D’Rouge-Glace)

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

### Lore (House Hawkwood)

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

### Lore (House Hazat)

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

### Lore (House Juandaastas)

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

### Lore (House Justinian)

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

### Lore (House Keddah)

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

### Lore (House Li Halan)

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

### Lore (House Masseri)

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

### Lore (House Van Gelder)

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

### Lore (Icon System)

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

### Lore (Imperial Eye)

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

### Lore (Imperial Politics)

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

### Lore (Invisible Path Coven)

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

### Lore (Irem System)

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

### Lore (Istakhr System)

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

### Lore (Iver System)

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

### Lore (Jakovian Agency)

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

### Lore (Jumpweb)

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

### Lore (Kalinthi)

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

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

### Lore (Khayyam System)

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

### Lore (Khotan System)

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

### Lore (Killroys)

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

### Lore (Kish System)

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

### Lore (Kordeth System)

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

### Lore (Kraxi Kadanqar)

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

### Lore (Kun Lun System)

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

### Lore (Kurga Caliphate)

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

### Lore (Lamorak System)

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

### Lore (Leagueheim System)

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

### Lore (Lemminkainen System)

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

### Lore (Madoc System)

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

### Lore (Malignatus System)

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

### Lore (Mammonists)

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

### Lore (Manitou System)

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

### Lore (Mercurians)

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

### Lore (Midian System)

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

### Lore (Mudworld)

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

### Lore (Musters)

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

### Lore (Mutasih)

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

### Lore (Novgorod System)

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

### Lore (Nowhere System)

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

### Lore (Oenologia)

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

### Lore (Oneirokritikos)

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

### Lore (Order of the Mantis)

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

### Lore (Pandemonium System)

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

### Lore (Pandora System)

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

### Lore (Paradize System)

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

### Lore (Penitents)

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

### Lore (Pentateuch System)

Common Skill  
Type: System



UUID: 53eef3ff-2965-3fd4-911a-16eb331a6001

### Lore (Poisons & Drugs)

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

### Lore (Pre Regency Artefacts)

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

### Lore (Pyre System)

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

### Lore (Rampart Military History)

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

### Lore (Rampart System)

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

### Lore (Ravenna System)

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

### Lore (Raven System)

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

### Lore (Reeves Guild)

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

### Lore (Rhonda System)

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

### Lore (Rimpoche System)

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

### Lore (Robotics)

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

### Lore (Rukh System)

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

### Lore (Sanctuary Aeon)

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

### Lore (Sathraists)

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

### Lore (Scravers)

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

### Lore (Second Republic Tech)

UUID: e25a5b97-3fcc-366c-8250-0b0410688119

### Lore (Severus System)

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

### Lore (Shaprut System)

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

### Lore (Shards)

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

### Lore (Sky Tear System)

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

### Lore (Spacesuit)

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

### Lore (Space Warfare)

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

### Lore (Stigmata System)

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

### Lore (Sunspear System)

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

### Lore (Sutek System)

Common Skill  
Type: System  
UUID: 03285f1a-a7ad-3b60-839f-239469e5cfac

### Lore (Symbiots)

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

### Lore (Synecullum)

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

### Lore (Tarlan-IV System)

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

### Lore (Tempest System)

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

### Lore (Tethys System)

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

### Lore (The Reborn Sun)

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

### Lore (The Royal Gambit)

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

### Lore (Third Era Republicans)

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

### Lore (Tsuma System)

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

### Lore (Twilight System)

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

### Lore (Underworld)

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

### Lore (Ungavorox System)

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

### Lore (Ur Artefacts)

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

### Lore (Ur Obun)

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

### Lore (Ur Ukar)

Common Skill  
 Type: Race  
 UUID: e4730d1a-7181-3d02-8df1-bf9e78be00e9

### Lore (Vau)

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

### Lore (Vau System)

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

### Lore (Velisimil System)

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

### Lore (Vera Cruz System)

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

### Lore (Verbannung System)

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

### Lore (Verona System)

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

### Lore (Versammlung System)

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

### Lore (Vigil)

UUID: e1a754bb-faab-3717-8133-fd571cd2db87

### Lore (Vorox)

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

### Lore (Vorox Commandos)

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

### Lore (Vril Ya System)

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

### Lore (Vuldrok Star Nations)

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

### Lore (Weidergeburt System)

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

### Lore (Wolf's Lament System)

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

### Lore (Zadrijja System)

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

### Lore (Zanis System)



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

## Science (Biology)

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

## Science (Botany)

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

## Science (Chemistry)

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

## Science (Cybernetics)

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

## Science (Engineering)

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

## Science (Ethnology)

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

## Science (Genetics)

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

## Science (Geology)

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

## Science (Mathematics)

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

## Science (Oceanography)

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

## Science (Physics)

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

## Science (Quantum Physics)

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

## Science (Robotics)

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

## Science (Terraforming)

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

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

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

## Science (Zoology)

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

## Search

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

## Security

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

## Seduction

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

## Sensors

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

## Shadowing

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

## Shoot

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

## Sneak

Common Skill  
 Group: PER  
 UUID: 3b9f1766-0f71-331e-b7cb-933221bd8e5

## Spycraft

Common Skill  
 Group: EDU  
 UUID: 4e72653b-1bbf-3e42-b575-68e45e3d4364

## Stealth

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

## Stoic Body

Group: BOD  
 UUID: 9ef6dea9-05d9-34bf-97b4-a84c81ab0e4c

## Stoic Mind

Group: BOD  
 UUID: f7ad26f0-8af7-3b66-b097-2a98967989cf

## Streetwise

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

## Surgery

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

## Surveillance

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

## Survival

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

## Teaching

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

## Think Machine

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

## Trading

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

## Warfare

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

## Xenology \*

Common Skill
Group: EDU
UUID: 0a06d92e-03fc-3fc4-abb8-dbe3957e43ea

## Xenology (Etyri)

UUID: 11f07f99-048a-3bfe-a8b6-7fa927af33d5
--

## Xenology (Hironem)

Common Skill
UUID: 61a7dc48-edf0-3eeb-85b4-25b5b38e82f9

## Xenology (Kurgan)

Common Skill
UUID: 7f441849-e8ac-3f41-aa0e-29e5dd45b825

### Xenology (Ur Obun)

Common Skill
UUID: 0f81f7d0-765e-33df-8d78-2d1936b66033

## Xenology (Urthish)

Common Skill
UUID: 14ee7969-5093-3d16-b60c-93f4b6860433

## Xenology (Ur Ukar)

Common Skill
UUID: 46597463-c5dc-3eca-829d-6e5e7bcc8b8e

## Xenology (Vorox)

Common Skill
UUID: a8f21f3d-dd17-30fb-a12a-43f7c6abe5ca

# Benefices/Afflictions

**Rise Rank By 3 (rankraise)** st 6 FS2CRB [ #1677] **Commission** st 9 Captain / Crafter / Jonin / Captain / Director FS2CRB [ #1499] **Commission** st 11 Consul / Engineer / Consul / Major / Consul FS2CRB [ #1500] **Nobility** st 1 Squire FS2CRB [ #1547] **Nobility** st 2 Knight (Minor house) FS2CRB [ #1546] **Nobility** st 3 Knight FS2CRB [ #1545] **Nobility** st 4 Baronnet FS2CRB [ #1544] **Nobility** st 6 Baron FS2CRB [ #1542] **Nobility** st 8 Marquis FS2CRB [ #1540] **Nobility** st 7 Baron FS2CRB [ #1541] **Nobility** st 11 Count FS2CRB [ #1537] **Nobility** st 10 Count FS2CRB [ #1538] **Nobility** st 12 Duke FS2CRB [ #1536] **Nobility** st 13 Duke FS2CRB [ #1535] **Nobility** st 15 Prince FS2CRB [ #1674] **Ordained** st 11 Bishop / Master / Magister FS2CRB [ #1555] **Ordained** st 9 Priest / Adept / Philosophus FS2CRB [ #1556] **Ordained** st 7 Deacon / Acolyte / Illuminatus FS2CRB [ #1557] **Addiction (Mild)** ba -2 FS2CRB [ #1446] **Addiction (Severe)** ba -4 FS2CRB [ #1448] **Alien Upbringing** ba 2 FS2CRB [ #1451] **Cloistered** ba -1 FS2CRB [ #1496] **Dark Secret** ba -2 FS2CRB [ #1506] **Dark Secret** ba -3 FS2CRB [ #1507] **Heir** ba 3 FS2CRB [ #1521] **Lost Worlder** ba -1 FS2CRB [ #1532] **Oath of Fealty (Minor)** ba -1 FS2CRB [ #1548] **Oath of Fealty (Intermediate)** ba -2 FS2CRB [ #1549] **Obligation (Minor)** ba -1 FS2CRB [ #1551] **Obligation (Intermediate)** ba -2 FS2CRB [ #1552] **Obligation (Major)** ba -3 FS2CRB [ #1553] **Ally** co 11 FS2CRB [ #1452] **Ally** co 9 FS2CRB [ #1454] **Ally** co 8 FS2CRB [ #1455] **Ally** co 7 FS2CRB [ #1456] **Ally** co 5 FS2CRB [ #1458] **Ally** co 4 FS2CRB [ #1459] **Ally** co 3 FS2CRB [ #1460] **Ally** co 1 FS2CRB [ #1462] **Contact** co 1 FS2CRB [ #1504] **Family Ties** co 3 FS2CRB [ #1515] **Gossip Network** co 4 The Known Worlds FS2CRB [ #1517] **Gossip Network** co 2 Planetwide FS2CRB [ #1519] **Gossip Network** co 1 City or Community FS2CRB [ #1520] **Adept Robes** po 20 FS2CRB [ #1449] **Advisor** po 5 FS2CRB [ #1450] **Article of Faith** po 6 FS2CRB [ #1463] **Article of Faith** po 5 FS2CRB [ #1464] **Article of Faith** po 3 FS2CRB [ #1466] **Article of Faith** po 2 FS2CRB [ #1467] **Article of Faith** po 1 FS2CRB [ #1468] **Flux sword** po 11 FS2CRB [ #1516] **Indebted** po -3 FS2CRB [ #1528] **Indebted** po -4 FS2CRB [ #1527] **Indebted** po -5 FS2CRB [ #1526] **Indebted** po -7 FS2CRB [ #1524] **Jumpkey** po 2 FS2CRB [ #1531] **Mist sword** po 13 FS2CRB [ #1533] **Assets** ri 11 20000 FS2CRB [ #1469] **Assets** ri 10 17500 FS2CRB [ #1470] **Assets (£15000)** ri 9 15000 FS2CRB [ #1471] **Assets (£12500)** ri 8 12500 FS2CRB [ #1472] **Assets (£7500)** ri 6 7500 FS2CRB [ #1474] **Assets** ri 5 5000 FS2CRB [ #1475] **Assets** ri 4 4000 FS2CRB [ #1476] **Assets (£2000)** ri 2 2000 FS2CRB [ #1478] **Assets** ri 1 1000 FS2CRB [ #1479] **Cash** ri 11 4000 FS2CRB [ #1485] **Cash (£3000)** ri 9 3000 FS2CRB [ #1487] **Cash** ri 8 2500 FS2CRB [ #1488] **Cash** ri 7 2000 FS2CRB [ #1489] **Cash** ri 6 1500 FS2CRB [ #1490] **Cash** ri 4 800 FS2CRB [ #1492] **Cash** ri 3 600 FS2CRB [ #1493] **Cash (£300)** ri 2 300 FS2CRB [ #1494] **Barbarian** st -2 FS2CRB [ #1480] **Black sheep** st -1 FS2CRB [ #1481] **Black sheep** st -2 FS2CRB [ #1482] **Branded** st -1 FS2CRB [ #1484] **Cohort Badge** st 3 FS2CRB [ #1497] **Escaped Serf** st -2 FS2CRB [ #1509] **Escaped Slave** st -3 FS2CRB [ #1510] **Excommunicated** st -3 FS2CRB [ #1511] **Fallen from Grace** st -1 FS2CRB [ #1512] **Fallen from Grace** st -2 FS2CRB [ #1513] **Fallen from Grace** st -3 FS2CRB [ #1514] **Householder** st 1 FS2CRB [ #1522] **Commission** st 5 Lieutenant / Entered / Genin / Sergeant / Chief FS2CRB [ #1503] **Ordained** st 3 Novitiate / Apprentice / Novitiate FS2CRB [ #1559] **Ordained** st 5 Canon / Oblate / Provost FS2CRB [ #1558] **Rise Rank By 8 (rankraise)** st 16 FS2CRB [ #1676] **Rise Rank By 5 (rankraise)** st 10 FS2CRB [ #1679] **Rise Rank by 1 (rankraise)** st 2 FS2CRB [ #1621] **Rise Rank By 6 (rankraise)** st 12 FS2CRB [ #1675] **Rise Rank By 2 (rankraise)** st 4 FS2CRB [ #1622] **Orphan** ba -1 FS2CRB [ #1560] **Secrets (Severe)** ba 4 FS2CRB [ #1593] **Secrets (Major)** ba 3 FS2CRB [ #1594] **Secrets (Average)** ba 2 FS2CRB [ #1595] **Secrets (Minor)** ba 1 FS2CRB [ #1596] **Stigma** ba -2 FS2CRB [ #1598] **Stigma** ba -3 FS2CRB [ #1599] **Stigma** ba -4 FS2CRB [ #1600] **Vow of Poverty** ba -2 FS2CRB [ #1607] **Vow of Silence** ba -3 FS2CRB [ #1608] **Well-Traveled** ba 3 Major house Fief FS2CRB [ #1610] **Basic Mantok** cm 6 FS2CRB [ #1627] **Gossip Network** co 3 An entire Royale House's holdings FS2CRB [ #1518] **Vendetta** co -3 FS2CRB [ #1603] **Free Benefice** ot 2 FS2CRB [ #1664] **Free Benefice (3)** ot 3 FS2CRB [ #1665] **Free Benefice (4)** ot 4 FS2CRB [ #1666] **Free Benefice (5)** ot 5 FS2CRB [ #1667] **Free Benefice (6)** ot 6 FS2CRB [ #1668] **Ka Ran Warrior** ot 3 Full grown warrior to vorox society. FS2CRB [ #1662]

**Light Cyber Package** ot 10 FS2CRB [ #1672] **Article of Faith** po 4 FS2CRB [ #1465] **Indebted** po -2 FS2CRB [ #1529] **Indebted** po -6 FS2CRB [ #1525] **Neural Disrupter** po 10 FS2CRB [ #1534] **Passage Contract** po 10 Ship at your command FS2CRB [ #1565] **Psi Cloak** po 10 FS2CRB [ #1581] **Refuge** po 4 Guild Safe House FS2CRB [ #1585] **Wyrd Tabernacle** po 14 FS2CRB [ #1612] **Wyrd Tabernacle** po 6 FS2CRB [ #1616] **Assets** ri 7 10000 FS2CRB [ #1473] **Assets** ri 3 3000 FS2CRB [ #1477] **Cash** ri 10 3500 FS2CRB [ #1486] **Cash** ri 5 1000 FS2CRB [ #1491] **Cash (£100)** ri 1 100 FS2CRB [ #1495] **Bastard** st -1 The character is a bastard child of a noble. He can still buy a noble title, but he will receive no inheritance. FS2CRB [ #1619] **Black sheep** st -3 FS2CRB [ #1483] **Imperial Charter** st 4 FS2CRB [ #1523] **Professional Contract** st 7 FS2CRB [ #1573] **Professional Contract** st 3 FS2CRB [ #1577] **Superior Mantok Technique** cm 4 FS2CRB [ #1628] **Protection** co 3 FS2CRB [ #1580] **Retinue** co 4 FS2CRB [ #1587] **Retinue** co 3 FS2CRB [ #1588] **Retinue** co 2 FS2CRB [ #1589] **Retinue** co 1 FS2CRB [ #1590] **Vendetta** co -1 FS2CRB [ #1601] **Vendetta** co -2 FS2CRB [ #1602] **Vendetta** co -4 FS2CRB [ #1604] **No Occult** oc -2 FS2CRB [ #1631] **Big Cyber Package** ot 40 At least 2 major enhancements. FS2CRB [ #1623] **Medium Cyber Package** ot 20 One notable enhancement. FS2CRB [ #1624] **Ostracism (Mild)** ot -2 FS2CRB [ #1626] **Vorox Free Balance** ot 0 Only One Tour of Duty (20 OP) FS2CRB [ #1634] **Passage Contract** po 8 Luxury Liner FS2CRB [ #1566] **Passage Contract** po 6 Stateroom FS2CRB [ #1567] **Passage Contract** po 4 Transport FS2CRB [ #1568] **Passage Contract** po 2 Tramp Freighter FS2CRB [ #1569] **Refuge** po 10 Military Base FS2CRB [ #1582] **Refuge** po 8 Castle FS2CRB [ #1583] **Refuge** po 6 Monastery FS2CRB [ #1584] **Refuge** po 2 Small Farm FS2CRB [ #1586] **Saint's Lore** po 8 FS2CRB [ #1591] **Vestments** po 1 FS2CRB [ #1605] **Wireblade** po 12 FS2CRB [ #1611] **Wyrd Tabernacle** po 12 FS2CRB [ #1613] **Wyrd Tabernacle** po 10 FS2CRB [ #1614] **Wyrd Tabernacle** po 8 FS2CRB [ #1615] **Wyrd Tabernacle** po 4 FS2CRB [ #1617] **Wyrd Tabernacle** po 2 FS2CRB [ #1618] **Outlaw** st -1 FS2CRB [ #1561] **Outlaw** st -2 FS2CRB [ #1562] **Outlaw** st -3 FS2CRB [ #1563] **Outlaw** st -4 FS2CRB [ #1564] **Professional Contract** st 10 FS2CRB [ #1570] **Professional Contract** st 9 FS2CRB [ #1571] **Professional Contract** st 8 FS2CRB [ #1572] **Professional Contract** st 6 FS2CRB [ #1574] **Professional Contract** st 5 FS2CRB [ #1575] **Professional Contract** st 4 FS2CRB [ #1576] **Professional Contract** st 2 FS2CRB [ #1578] **Professional Contract** st 1 FS2CRB [ #1579] **Bite** ta 2 FS2CRB [ #1629] **Extra Limbs** ta 4 FS2CRB [ #1630] **Commission** st 3 Ensign / Apprentice / Associate / Private / Associate FS2CRB [ #1502] **Commission** st 13 Dean / Master / Dean / Colonel / Dean FS2CRB [ #1498] **Nobility** st 5 Baronnet FS2CRB [ #1543] **Nobility** st 9 Marquis FS2CRB [ #1539] **Nobility** st 14 Archduke FS2CRB [ #1673] **Ordained** st 13 Archbishop / Grand Master / Presbuteros FS2CRB [ #1554] **Rise Rank By 7 (rankraise)** st 14 FS2CRB [ #1680] **Rise Rank By 4 (rankraise)** st 8 FS2CRB [ #1678] **Commission** st 7 Commander / Fellow / Boss / Lieutenant / Manager FS2CRB [ #1501] **Kurgan Combat Basics** cm 10 Techniques from level 1 to level 4 in Ffencing or Martial arts. FS2CRB [ #1681] **Addiction (Light)** ba -1 FS2CRB [ #1661] **Addiction (Strong)** ba -3 FS2CRB [ #1447] **Dark Secret** ba -1 FS2CRB [ #1505] **Infamous Family** ba -1 FS2CRB [ #1530] **Oath of Fealty (Major)** ba -3 FS2CRB [ #1550] **Secrets (Life Threatening)** ba 5 FS2CRB [ #1592] **Stigma** ba -1 FS2CRB [ #1597] **Vow of Celibacy** ba -1 FS2CRB [ #1606] **Well-Traveled** ba 5 Known Worlds FS2CRB [ #1609] **Fencing Actions (Bronze sword) (Low)** cm 6 Manoeuvres 1, 2 and 3 Requires Melee Skill at 3 FS2CRB [ #1636] **Fencing Actions (Crimson sword) (Grand Master)** cm 28 Manoeuvres 1, 2, 3, 4, 5, 6, 7 and 8 Requires Melee Skill at 8 FS2CRB [ #1658] **Fencing Actions (Lead sword) (Basics)** cm 3 Manoeuvres 1 & 2 Requires Melee Skill at 2 FS2CRB [ #1655] **Fencing Actions (Platinum sword) (Master)** cm 21 Manoeuvres 1, 2, 3, 4, 5 and 6 Requires Melee Skill at 7 FS2CRB [ #1657] **Fencing Gold to Platinum** cm 6 FS2CRB [ #1660] **Fencing Silver To Gold** cm 5 FS2CRB [ #1659] **Ally** co 10 FS2CRB [ #1453] **Ally** co 6 FS2CRB [ #1457] **Ally** co 2 FS2CRB [ #1461] **Dependent** co -1 FS2CRB [ #1508] **Fencing Actions (Silver sword) (Intermediate)** cm 10 Manoeuvres 1, 2, 3 and 4 Requires Melee Skill at 4 FICS [ #1620] **Graa Fighting** cm 6 Vorox martial art FICS [ #1638] **Occult Mastery 5 (Master)** oc 9 Main Path: Power Level 9 FICS [ #1654] **Reputation (Soft)** st 1 The name is known. FICS [ #1642] **Freelancer Investment** ri 2 +2 Assets FICS [ #1635] **Reputation (Mild)** st 2 The avatar name is known to most, even if it acts mostly undercover. This brings a certain degree of respect from his allies and enemies, which are more numerous. FICS [ #1641] **Free Benefice** ot 1 FICS [ #1663] **Vorox Gun Manoeuvres** ta 10 Special shooting actions for vorox (House Li Halan) FICS [ #1637] **Vorox Staredown Ritual** ta 4 Has earned friendship with the vorox FICS [ #1646] **Enemy (Knight)** co -1 FICS [ #1669] **Fencing Actions (Gold sword) (High)** cm 15 Manoeuvres 1, 2, 3, 4 and 5 Requires Melee Skill at 5 FICS [ #1656] **Enemy (Baron)** co -2 FICS [ #1670] **Occult Mastery 1 (Rookie)** oc 6 Main Path: Power Level 1, 2 & 3 FICS [ #1625] **Occult Mastery 2 (Initiate)** oc 9 Main Path: Power Level 4 & 5 FICS [ #1644] **Occult Mastery 3 (Advanced)** oc 13 Main Path: Powers Level 6 & 7 FICS [ #1645] **Occult Mastery 4 (Superior)** oc 8 Main Path: Power Level 8 FICS [ #1653] **Enemy (Count)** co -3 FICS [ #1671] **Paramours** ot 9 The

character has so many lovers and paramours that it can use it as a network for information and help. FICS [ #1640] **Reputation (Solid)** st 4 The avatar name is known to most, even if it acts mostly undercover. This brings a high degree of respect from his allies and enemies, which are more numerous. Beating the avatar at his/her own game is a sweet dream to most of its would be challengers. FICS [ #1643] **Urthish Free Balance** ot 0 12 free OP FICS [ #1632] **Ur Ukar Free Balance** ot 0 To be freely set: 0 AP / 5 OP FICS [ #1633] **Chapter Occult Attunement (Chapter Atonement)** oc 3 Atonement Rituals level 1 and 2 (Amalthean list) FICS [ #1639] **Gear (£600)** po 6 £600 gear FICS [ #1652] **Gear (£500)** po 5 £500 gear FICS [ #1651] **Gear (£400)** po 4 £400 gear FICS [ #1650] **Gear (£300)** po 3 300£ gear FICS [ #1649] **Gear (£200)** po 2 FICS [ #1648] **Gear (£100)** po 1 FICS [ #1647]

## Blessings/Curses

### Rebellious

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

### Beautiful

2 FS2CRB [ #2 ]

### Angelic

3 FS2CRB [ #3 ]

### Homely

-1 FS2CRB [ #4 ]

### Ugly

-2 FS2CRB [ #5 ]

### Monstrous

-3 FS2CRB [ #6 ]

### Bold

2 FS2CRB [ #7 ]

### Compassionate

2 FS2CRB [ #8 ]

### Curious

2 FS2CRB [ #9 ]

### Disciplined

2 FS2CRB [ #10 ]

### Gracious

2 FS2CRB [ #11 ]

### Innovative

2 FS2CRB [ #12 ]

### Just

2 FS2CRB [ #13 ]

### Loyal

2 FS2CRB [ #14 ]

### Pious

2 FS2CRB [ #15 ]

### Shrewd

2 FS2CRB [ #16 ]

### Suspicious

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

### Unyielding

2 FS2CRB [ #18 ]

### Argumentative

-2 FS2CRB [ #19 ]

### Bluster

-2 FS2CRB [ #20 ]

### Brainwashed

-2 FS2CRB [ #21 ]

### Callous

-2 FS2CRB [ #22 ]

### Clueless

-2 FS2CRB [ #23 ]

### Condescending

-2 FS2CRB [ #24 ]

### Delusional

-2 FS2CRB [ #25 ]

### Disrespectful

-2 FS2CRB [ #26 ]

### Greedy

-2 FS2CRB [ #27 ]

### Guilty

-2 FS2CRB [ #28 ]

### Gullible

-2 FS2CRB [ #29 ]

### Haughty

-2 FS2CRB [ #30 ]

### Impetuous

-2 FS2CRB [ #31 ]

### Righteous

-2 FS2CRB [ #32 ]

### Mammon

-2 FS2CRB [ #33 ]

### Nosy

-2 FS2CRB [ #34 ]

### Phobic

-2 FS2CRB [ #35 ]

### Possessive

-2 FS2CRB [ #36 ]

### Prideful

-2 FS2CRB [ #37 ]

### Secretive

-2 FS2CRB [ #38 ]

### Subtle

-2 FS2CRB [ #39 ]

### Surly

-2 FS2CRB [ #40 ]

### Uncouth

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

### Vain

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

### Vengeful

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

### Bad Heart

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

### Bad Liver

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

### Bad lungs

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

### Horrible Scar or burn

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

### Casanova

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

### Compass

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

### Keen Eyes

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

### Etyri Beak

1 FS2CRB 2 DMG [ #84 ]

### Claustrophobia

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

### Hollow Bones

-6 FS2CRB Vitality base is halved [ #86 ]

### Tall

3 FS2CRB +1 HEALTH [ #87 ]

### Handsome

1 FS2CRB [ #1 ]

### Sensitive Touch

2 FS2CRB [ #51 ]

### Bitter

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

### Predatory

0 FS2CRB [ #53 ]

### Giant

2 FS2CRB [ #54 ]

### Sensistive Smell

2 FS2CRB [ #55 ]

### Austere

-2 FS2CRB [ #56 ]

### Unnerving

-2 FS2CRB [ #57 ]

### The Man

2 FS2CRB [ #58 ]

### Lucky at cards

2 FS2CRB +2 gambling when cheating [ #59 ]

### Mute

-2 FS2CRB [ #62 ]

### Thrifty

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

### Short

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

### Perceptive Touch

1 FS2CRB 1 [ #68 ]

### Agile Toes

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

### Grease Monkey

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

### Immunity

2 FS2CRB Immunity against symbiot taint [ #71 ]

### Long Fingers & Toes

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

### Omnidigestion

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

### Prehensile Tail

2 FS2CRB +2 to grab [ #74 ]

### Regeneration

5 FS2CRB Heal 1 point per act [ #75 ]

### Alien Nature

-3 FS2CRB Weird creature [ #76 ]

### Dwarf

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

### Voracious

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

### Stench

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

### Etyri Claws

2 FS2CRB 3 DMG [ #81 ]

### Etyri Beak

1 FS2CRB 2 DMG [ #82 ]

### Flight

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

### War Trauma

-2 FICS [ #50 ]

### Vorox Staredown Ritual

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

### Self-conscious

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

### Bad Ass

2 FICS [ #63 ]



## Overconfident

-2 FICS [ #64 ]

## Coward

-2 FICS [ #60 ]

# Weapons

## Melee Weapons

### Battle Axe

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

### Staff

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

### Al-Malik Stiletto

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

### Decados Crescent Dirk

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

### Dirk

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

### Knife

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

### Ukari Krax

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

### Avaneir Rapier

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

### Azureas Blade

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

### Bachelor Rapier

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

### Bourgeoise

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

### Cadavus Rapier

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

### Cold Forged Imperial Blade

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

### De Aragonesque Rapier

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

### Paradize Rapier

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

### Rapier

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

### Severus Sting

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

### Van Gelder Cutlass

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

### Westham Blade

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

### Katana

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

### Scimitar

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

### Two-Handed Sword

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

### Tetrabladed Cutlass

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

## Ranged Weapons

### Segments of Andrealphus

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

## Energy Lance

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

## Tarskin B30

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

## Tarskin C34

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

## "Firecracker" Heavy Pistol

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

## Jahnisak .454 UHP

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

## Al-malik Light Blaster

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

## Avaneir Blaster Pistol

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

## Decados "Maiden Escort" Palm Blaster

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

## Dreskel Light Blaster

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

## Hawkwood Light Blaster

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

## Petrof D15 "Cadiz Coat"

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

## Al-Malik 958 "Space Ops"

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

## Dreksel Laser Pistol

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

## Goric 7

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

## Goric 8

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

## Hawkwood Defender

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

## House al-Malik "Diplomat" Palm Laser

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

## POE #4

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

## Avaneir "Guardian Angel" Light Revolver

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

## Ceramique 136

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

## Derringer

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

## Maüer "Hankerschief" C-13

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

## Scravers Light Revolver

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

## Avaneir Medium Blaster

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

## Goruzen B27

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

## Musters XZ128

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

## Tarskin B28

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

## al-Malik "Ambassador" Laser

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

### Escoral medium pistol

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

### Metier Patrol Ordinance

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

### Mitchau Medium Revolver

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

### Scravers Medium Revolver

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

### Kick

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

### Fist

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

### Blaster Rifle

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

### Dreskel "Salude" DSK10

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

### Dreskel Sniper Blaster

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

### Antonius LR5 "Light of Palamedes"

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

### Desert Dry Arquebuse

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

### Dragonnar

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

### Avaneir Blaster Shotgun

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

### ACP15 Assault Rifle

RIF \* WA:+0 \* CO:J \* AV:C \* DC:6D6+2 \* CAL:7.62mm \* ROF:0 \* CL:19 \* RNG:0 \* REL:ST  
Cost: £225

### Blue Moon Rifle (Seishen Rifle)

RIF \* WA:+0 \* CO:N \* AV:C \* DC:4D6+1 \* CAL:12mm \* ROF:2 \* CL:10 \* RNG:400 \* REL:UR  
Cost: £175 The typical rifle used by regular Blue Moon disciples.

### Fimbella Sniper Rifle

RIF \* WA:+4 \* CO:N \* AV:R \* DC:6D6+2 \* CAL:7.62mm \* ROF:3 \* CL:10 \* RNG:150 \* REL:VR  
Cost: £1000 Sniper Rifle of the Verona Resistance.

### Imperial Rifle

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

### Li Halan RK38

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

### Mitchau "Conquest" Assault Rifle

RIF \* WA:+1 \* CO:N \* AV:P \* DC:6D6+2 \* CAL:7.62mm \* ROF:20 \* CL:41 \* RNG:400 \* REL:VR  
Cost: £600

### Mitchau "Penumbra" Shotgun

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

### Harmonic Assault Rifle Mark IV

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

### Zaalen Stinger (Obun Stunner)

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

### Howling

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

### Dies Irae Gatling Gun

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

### Dreskel Grenade Launcher

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

### House Hawkwood 1638 UltraHeavy SMG

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

### Avaneir B209 "Dragonbreath"

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

## Banshee SMG

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

## House Decados "Stanislas" SMG

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

# Lifepaths

## Racial Lifepath

### Vau (0#227)

Uncomplete Lifepath

### Etyri (0#223)

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

### Gannok (0#225)

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

### Kurgan (0#159)

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

### Urthish (0#41)

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

### Vuldrok (0#160)

Source: FICS, Attributes Points: 36, Options Points: 10 Value: **+140**. Attributes — STR+3 CON+3 BOD+4 MOV+2 INT+3 PRE+3 TEM+2 WIL+3 REF+3 TEC+4 AGI+4 AWA+4 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+3 AGI+4 AWA+4 Skills — Athletics +2, Empathy +2, Fight +2, Focus +2, Observe +2, Stealth +2, Teaching +2, Linguistics (Ba'amon carvings) +1, Linguistics (Ukari) +1. Benefices/Afflictions — Ostracism (Mild) -2. Blessings/Curses — Bitter -2, Sensitive Touch +2.

### Ur Obun (0#46)

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

### Vorox (0#118) [vorox]

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

### Grimson (0#152) [Changed]

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

## Nobility Lifepath

## Upbringing

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

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

### High Court Decados (10#2) [Decados]

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

### Landless Hawkwood (10#28) [Hawkwood]

Source: FS2CRB, Attributes Points: 5, Options Points: 5 Value: **+20**. Attributes — STR+1 INT+1 PRE+1 REF+1 AGI+1 Skills — Athletics +1, Impress +1, Melee +2, Riding +1. Benefices/Afflictions — **none**. Blessings/Curses — Prideful -2, Unyielding +2.

### Rural Estate Hazat (10#32) [Hazat]

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

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

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

### Rural Estate Decados (10#4) [Decados]

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

### Landless Hazat (10#35) [Hazat]

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

## Rural Estate Hawkwood (10#3) [Hawkwood]

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

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

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

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

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

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

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

## High Court Hazat (10#29) [Hazat]

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

## Landless Decados (10#6) [Decados]

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

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

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

## High Court Hawkwood (10#1) [Hawkwood]

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

## Northerner D'Rouge-Glace (10#155) [Minor House]

Source: FICS, Attributes Points: 4, Options Points: 8 Value: **+20.** Attributes — CON+1 PRE+1 REF+1 TEC+1 Skills — Academia +1, Alchemy +1, Etiquette +1, Gambling +1, Inquiry +1, Interrogation +1, Knavery +1, Spycraft +1. Benefices/Afflictions — **none.** Blessings/Curses — **none.**

## Acadia D'Rouge-Glace (10#38) [Minor House]

Source: FICS, Attributes Points: 4, Options Points: 8 Value: **+20.** Attributes — PRE+1 TEM+1 WIL+1 REF+1 Skills — Academia +1, Dodge +1, Etiquette +1, Melee +1, Occult Arts +1, Arts (Poetry) +1, Local Expert (Rampart Nobility) +1, Science (undefined) +1. Benefices/Afflictions — **none.** Blessings/Curses — **none.**

## Vengeful Masseri (10#156) [Minor House]

Source: FICS, Attributes Points: 4, Options Points: 8 Value: **+20.** Attributes — TEM+1 WIL+1 TEC+1 AWA+1 Skills — Disguise +1, Empathy +1, Etiquette +1, Knavery +1, Persuasion +1, Dogma (Sathraism) +1, Driving (Celestial Sailing) +2. Benefices/Afflictions — **none.** Blessings/Curses — **none.**

## Exiled Alecto (10#154) [Minor House]

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

## Outerbelt Juandaastas (10#153) [Minor House]

Source: FICS, Attributes Points: 4, Options Points: 8 Value: **+20.** Attributes — INT+1 WIL+1 TEC+1 AWA+1 Skills — Empathy +1, Etiquette +2, Arts (undefined) +1, Linguistics (undefined) +2, Lore (undefined) +1, Xenology (undefined) +1. Benefices/Afflictions — **none.** Blessings/Curses — **none.**

## Rural Estate Justinian (10#5) [Minor House]

Source: FICS, Attributes Points: 4, Options Points: 8 Value: **+20.** Attributes — CON+1 MOV+1 PRE+1 TEM+1 Skills — Academia +1, Empathy +1, Etiquette +2, Leadership +1, Observe +1, Dogma (Church of the Celestial Sun) +1, Linguistics (Urthish) +1. Benefices/Afflictions — **none.** Blessings/Curses — Disciplined +2, Righteous -2.

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

Source: FICS, Attributes Points: 4, Options Points: 8 Value: **+20.** Attributes — STR+1 BOD+1 REF+1 AGI+1 Skills — Athletics +1, Disguise +1, Dodge +2, Melee +3, Stoic Mind +1. Benefices/Afflictions — **none.** Blessings/Curses — Loyal +2, Secretive -2.

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

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

## Grail Masseri (10#200) [Minor House]

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

## Verona City Masseri (10#198) [Verona]

Source: FICS, Attributes Points: 5, Options Points: 5 Value: **+20.** Attributes — INT+1 PRE+1 TEM+1 TEC+1 AWA+1 Skills — Bureaucracy +1, Etiquette +1, Think Machine +1, Linguistics (Ritual) +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 (Ritual) +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+1 Skills — Athletics +1, Fight +1, Leadership +1, Remedy +1, Shoot +2, Stoic Body +1, Stoic Mind +1, Survival +1, Warfare +1. Benefices/Afflictions — **none**. Blessings/Curses — **none**.

## Diplomacy Intrigue (20#9) [Nobility]

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

## Leisure Dandy (20#11) [Nobility]

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

## Military Starman (20#14) [Nobility]

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

## Defrocked Noble (20#139) [Minor House]

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

## Early Career

## Court Duelist (30#15) [Nobility]

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

## Military Command Soldier (30#13) [Nobility]

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

## Questing (30#17) [Nobility]

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

## Military Command Starman (30#8) [Nobility]

Source: FS2CRB, Attributes Points: 10, Options Points: 18 Value: **+48**. Attributes — CON+1 BOD+1 INT+2 PRE+1 TEM+2 REF+2 AWA+1 Skills — Gunnery +1, Impress +1, Leadership +2, Melee +1, Remedy +1, Shoot +2, Think Machine +1, Warfare +1, Driving (Celestial Sailing) +2,

Linguistics (Urthish) +1, Science (undefined) +2. Benefices/Afflictions — Nobility +3. Blessings/Curses — **none**.

## Court Ambassador (30#16) [Nobility]

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

## Defrocked Noble (30#140) [Minor House]

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

## Freefolk Lifepath

## Upbringing

## City (10#49) [Church or Guild]

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

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

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

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

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

## Country (10#51) [Church or Guild]

Source: FS2CRB, Attributes Points: 4, Options Points: 3 Value: **+15**. Attributes — STR+1 CON+1 MOV+1 TEM+1 Skills — Athletics +1, Beastcraft +1, Local Expert (undefined) +1. Benefices/Afflictions — **none**. Blessings/Curses — **none**.

## Town (10#50) [Church or Guild]

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

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

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

## Serfdom (10#123) [Church or Guild]

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

## Apprenticeship

## Early Career

## Church Lifepath

## Upbringing

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

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

## Apprenticeship

### Orthodox Parish (20#60) [Orthodox]

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

### Temple Avesti Cathedral (20#58) [Avestite]

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

### Eskatonic Order Cathedral (20#57) [Eskatonic]

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

### Eskatonic Order Parish (20#61) [Eskatonic]

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

### Orthodox Cathedral (20#56) [Orthodox]

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

### Temple Avesti Parish (20#124) [Avestite]

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

### Sanctuary Aeon Cathedral (20#59) [Amalthean]

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

### Eskatonic Order Monastery (20#65) [Eskatonic]

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

### Sanctuary Aeon Parish (20#63) [Amalthean]

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

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

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

### Sanctuary Aeon Monastery (20#67) [Amalthean]

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

### Temple Avesti Monastery (20#125) [Avestite]

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

### Orthodox Monastery (20#64) [Orthodox]

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

## Early Career

### Healer (30#72) [Church]

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

### Missionary (30#71) [Church]

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

### Preacher (30#69) [Church]

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

### Monk (30#70) [Church]

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

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

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

## Inquisitor (30#73) [Church]

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

## Guild Lifepath

### Upbringing

### Apprenticeship

#### Academy Charioteers (20#75) [Charioteer]

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

#### Street Scravers (20#87) [Scravers]

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

#### Guildhall Muster (20#83) [Muster]

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

#### Academy Scravers (20#77) [Scravers]

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

#### Guildhall Engineer (20#81) [Engineer]

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

#### Guildhall Reeves (20#84) [Reeves]

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

#### Academy Muster (20#78) [Muster]

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

#### Street Muster (20#88) [Muster]

Source: FS2CRB, Attributes Points: 5, Options Points: 10 Value: **+25**. Attributes — STR+1 CON+1 REF+1 TEC+1 AGI+1 Skills — Impress +1, Knavery +1, Melee +1, Remedy +1, Search +1, Shadowing +1, Shoot +1, Streetwise +2, Driving (undefined) +1. Benefices/Afflictions —

**none**. Blessings/Curses — Bold +2, Callous -2.

#### Street Engineer (20#86) [Engineer]

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

#### Guildhall Charioteers (20#129) [Charioteer]

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

#### Academy Engineers (20#76) [Engineer]

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

#### Academy Reeves (20#79) [Reeves]

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

#### Street Reeves (20#89) [Reeves]

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

#### Guildhall Scraver (20#82) [Scravers]

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

#### Streets Charioteers (20#128) [Charioteer]

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

## Early Career

#### Mercenary Combat Engineer (30#96) [Guild]

Source: FS2CRB, Attributes Points: 10, Options Points: 18 Value: **+48**. Attributes — CON+1 BOD+1 MOV+1 INT+1 WIL+1 REF+1 TEC+2 AGI+1 AWA+1 Skills — Demolition +1, Fight +1, Heavy Weapons +1, Observe +1, Remedy +1, Shoot +2, Redemption (Mech) +3, Redemption (Volt) +2, Science (Engineering) +1, Driving (undefined) +2. Benefices/Afflictions — Commission +3. Blessings/Curses — **none**.

#### Mercenary Soldier (30#95) [Guild]

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



## Scientist (30#98) [Guild]

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

## Starship Gunner (30#94) [Guild]

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

## Thief (30#99) [Guild]

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

## Market Money Lender (30#91) [Guild]

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

## Market Merchant (30#90) [Guild]

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

## Spy (30#100) [Guild]

Source: FS2CRB, Attributes Points: 10, Options Points: 18 Value: **+48**. Attributes — STR+1 CON+1 BOD+1 MOV+1 TEM+1 WIL+1 REF+1 AGI+1 AWA+2 Skills — Cryptography +2, Disguise +1, Dodge +1, Forgery +1, Inquiry +2, Melee +1, Spycraft +3, Streetwise +1, Think Machine +2, Lore (undefined) +1. Benefices/Afflictions — Commission +3. Blessings/Curses — **none**.

## Starship Engineer (30#93) [Guild]

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

## Starship Pilot (30#92) [Guild]

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

## Scholar (30#97) [Guild]

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

## Royale House Soldier (30#144)

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

## Alien Lifepath

### Upbringing

## Kordeth Spawn (10#108) [ukari]

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

## Velisamil Ur Obun (10#101) [obuni]

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

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

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

## Aylon Spawn (10#122) [ukari]

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

## Verona Ukari (10#199) [Verona]

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

## Apprenticeship

## Clan Chieftain (20#109) [ukari]

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

## Clan Warrior (20#110) [ukari]

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

## Voavenlohjun Abbot (20#106) [obuni]

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

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

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

Blessings/Curses — **none**.

### Vhem Saahen Learner (20#104) [obuni]

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

### Bava! Recruit (20#111) [ukari]

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

### Vorox Commando (20#136) [vorox]

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

### Vorox Scout (20#146) [vorox]

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

### Vorox Escort (20#147) [vorox]

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

## Early Career

### Clan Warrior (30#113) [ukari]

Source: FS2CRB, Attributes Points: 10, Options Points: 18 Value: **+48**. Attributes — CON+1 BOD+1 MOV+2 REF+1 TEC+1 AGI+2 AWA+2 Skills — Acrobatics +2, Athletics +2, Dodge +3, Focus +2, Knavery +1, Melee +3, Observe +2, Stealth +1, Warfare +2. Benefices/Afflictions — **none**. Blessings/Curses — **none**.

### Vhem Saahen Herald (30#107) [obuni]

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

### Clan Chieftain (30#112) [ukari]

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

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

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

### Vooavenlohjun Priest (30#202) [obuni]

Source: FS2CRB, Attributes Points: 10, Options Points: 18 Value: **+48**. Attributes — BOD+1 INT+1 PRE+2 TEM+1 WIL+2 REF+1 AWA+2 Skills — Academia +1, Alchemy +1, Dodge +1, Empathy +1, Focus +3, Occult Arts +1, Remedy +1, Surgery +1, Dogma (undefined) +1, Lore

(undefined) +1. Benefices/Afflictions — Occult Mastery 1 +6. Blessings/Curses — **none**.

### Bava! Agent (30#114) [ukari]

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

### Vorox Trooper (30#135) [vorox]

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

## Worldly Benefits

### Rich Rewards (50#20)

Source: FS2CRB, Attributes Points: 0, Options Points: 7 Value: **+7**. Attributes — **none**. Skills — **none**. Benefices/Afflictions — Assets +7. Blessings/Curses — **none**.

### Friends (50#21)

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

### Promotion & Rewards (50#18)

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

### Promotion & Friends (50#22)

Source: FS2CRB, Attributes Points: 0, Options Points: 7 Value: **+7**. Attributes — **none**. Skills — **none**. Benefices/Afflictions — Ally +4, Cash +1, Rise Rank by 1 +2. Blessings/Curses — **none**.

### High Promotion (50#19)

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

### Friends & Rewards (50#141)

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

## Tour of Duty

### 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**.

### Crimelord (40#201)

Source: FS2CRB, Attributes Points: 2, Options Points: 14 Value: **+20**. Attributes — PRE+1 AWA+1 Skills — Bribery +2, Bureaucracy +2, Cryptography +2, Leadership +2, Security +2, Local Expert (undefined) +2, Lore (undefined) +2. Benefices/Afflictions — Dark Secret -3,

Gossip Network +2, Obligation -3, Retinue +4. Blessings/Curses — **none**.

### Native Theurge (40#44)

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

### Cybernetics Loaded For Bear (40#27)

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

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

Source: FS2CRB, Attributes Points: 2, Options Points: 14 Value: **+20**. Attributes — Skills — **none**. Benefices/Afflictions — **none**. Blessings/Curses — **none**.

### Cohort (40#24) [Church or Guild]

Source: FS2CRB, Attributes Points: 2, Options Points: 14 Value: **+20**. Attributes — MOV+1 INT+1 Skills — Bureaucracy +1, Disguise +1, Etiquette +1, Impress +1, Inquiry +1, Magna Carta +1, Search +1, Seduction +1, Sneak +1, Stealth +1, Driving (undefined) +1. Benefices/Afflictions — Cohort Badge +3. Blessings/Curses — **none**.

### Cybernetics Tweaked (40#26)

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

### Native Psychic (40#25)

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

### Cybernetics Touched (40#215)

Source: FS2CRB, Attributes Points: 0, Options Points: 10 Value: **+10**. Attributes — **none**. Skills — **none**. Benefices/Afflictions — Light Cyber Package +10. Blessings/Curses — **none**.

### Questing Knight (40#23) [Nobility]

Source: FS2CRB, Attributes Points: 9, Options Points: 13 Value: **+40**. Attributes — STR+1 CON+1 MOV+1 PRE+1 TEM+1 WIL+1 REF+1 AGI+1 AWA+1 Skills — Dodge +1, Etiquette +2, Fight +1, Impress +2, Inquiry +2, Magna Carta +2, Persuasion +1, Search +1, Seduction +1. Benefices/Afflictions — **none**. Blessings/Curses — **none**.

### Kalinthi Envoy (40#149) [kalinthi]

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

### Full Free Customization (40#145)

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

### Slayers Guild Agent (40#142)

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

### Diplomatic Mission (40#208)

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

### House Duellist (40#212)

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

### Landlord (40#214)

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

### Low Free Customization (40#193)

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

### Corporate Militia (40#207) [Zaibatsu]

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

### Bailliff (40#203) [Marketplace]

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

### Live Performer (40#205) [Marketplace]

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

### Traveller (40#211)

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

### Pilgrim Escort (40#131) [Church]

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

### Chapter Monk (40#138) [Amalthean]

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

### Caliphate Wars Veteran (5011) (40#40)

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

### Corporate Executive (40#206) [Zaibatsu]

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

### Dilletante (40#210)

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

### Fief Holder (40#132) [Nobility]

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

### Junkie in satin (40#213)

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

### Banjaka Sadaroun (40#116) [ukari]

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

### Military Officer (40#209)

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

### Star Nations Veteran (5007) (40#43)

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

### Craftman (40#204) [Marketplace]

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

### Veronese Resistance Fighter (40#216)

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

### Icon Veteran (5019) (40#247)

Source: FICS, Attributes Points: 2, Options Points: 14 Value: **+20.** Attributes — BOD+1 WIL+1 Skills — Cryptography +2, Demolition +2, Gunnery +2, Observe +2, Spycraft +2, Survival +2,

Driving (Celestial Sailing) +2. Benefices/Afflictions — **none.** Blessings/Curses — **none.**

### Stigmata Veteran (5013) (40#42)

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

### Imperial Cadet (40#47) [Royale House]

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

### Street Cartel Thug (40#48) [Marketplace]

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

### Standard Tour (single round) (40#127)

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

### Entrepreneur (40#130) [Marketplace]

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

### Kraxi Kadanqari (40#115) [ukari]

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

### Errant Knight (40#133) [Nobility]

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

### Anikrunta Taudwyan (40#117) [ukari]

Source: FICS, Attributes Points: 3, Options Points: 11 Value: **+20.** Attributes — INT+1 TEM+1 WIL+1 Skills — Etiquette +1, Focus +1, Impress +1, Interrogation +1, Leadership +1, Occult Arts +2, Oratory +1, Politics +1, Dogma (Ukar Banjak) +1, Xenology (Ur Ukar) +1. Benefices/Afflictions — **none.** Blessings/Curses — **none.**

### Security Enforcer (40#143)

Source: FICS, Attributes Points: 3, Options Points: 11 Value: **+20.** Attributes — WIL+1 REF+1 AWA+1 Skills — Bureaucracy +1, Interrogation +1, Leadership +1, Magna Carta +1, Observe +1, Security +1, Shoot +2, Think Machine +1, Lore (undefined) +2. Benefices/Afflictions — **none.** Blessings/Curses — **none.**

# Rituals

## Psi: Prana I [Bedlam level 1]

Roll: PA\_PRE + Focus BOD [-][ #16]

## Psi: Prana II [Bedlam level 2]

Roll: PA\_PRE + Focus BOD [-][ #56]

## Psi: Forced Entry [Bedlam level 2]

Roll: PA\_REF + Observe AWA [-][ #53]

## Psi: Prana III [Bedlam level 3]

Roll: PA\_PRE + Focus BOD [-][ #57]

## Psi: Confusion [Bedlam level 3]

Roll: PA\_TEM + Empathy AWA [-][ #54]

## Psi: Prana IV [Bedlam level 4]

Roll: PA\_PRE + Focus BOD [-][ #58]

## Psi: Whirling Dervish [Bedlam level 4]

Roll: PA\_WIL + Focus BOD [-][ #55]

## Psi: Inner Vibrations [Bedlam level 5]

Roll: PA\_PRE + Athletics BOD [-][ #59]

## Psi: External Vibration [Bedlam level 5]

Roll: PA\_PRE + Focus BOD [-][ #52]

## Psi: Prana V [Bedlam level 5]

Roll: PA\_PRE + Focus BOD [-][ #90]

## Psi: Blur [Bedlam level 6]

Roll: PA\_WIL + Dodge FIG [-][ #92]

## Psi: Prana VI [Bedlam level 6]

Roll: PA\_PRE + Focus BOD [-][ #91]

## Psi: Resonate [Bedlam level 7]

Roll: PA\_TEM + Impress UND [-][ #94]

## Psi: Prana Burst [Bedlam level 7]

Roll: PA\_WIL + Athletics BOD [-][ #93]

## Psi: Prana VII [Bedlam level 7]

Roll: PA\_PRE + Focus BOD [-][ #97]

## Psi: Prana VIII [Bedlam level 8]

Roll: PA\_PRE + Focus BOD [-][ #98]

## Psi: Nerve Burn [Bedlam level 8]

Roll: PA\_TEM + Remedy TIN [-][ #95]

## Psi: Stupefy [Bedlam level 9]

Roll: PA\_TEM + Empathy AWA [-][ #96]

## Psi: Prana IX [Bedlam level 9]

Roll: PA\_PRE + Focus BOD [-][ #99]

## Psi: Lifting Hand [FarHand level 1]

Roll: PA\_PRE + Focus BOD [-][ #6]

## Psi: Throwing Hand [FarHand level 2]

Roll: PA\_WIL + Focus BOD [-][ #7]

## Psi: Crushing Hand [FarHand level 3]

Roll: PA\_PRE + Fight FIG [-][ #64]

## Psi: Dueling Hand [FarHand level 4]

Roll: PA\_PRE + Melee FIG [-][ #65]

## Psi: Far Arms [FarHand level 5]

Roll: PA\_PRE + Focus BOD [-][ #66]

## Psi: Far Wall [FarHand level 6]

Roll: PA\_PRE + Stoic Mind BOD [-][ #67]

## Psi: Air Stride [FarHand level 7]

Roll: PA\_PRE + Focus BOD [-][ #68]

## Psi: Demolishing Hand [FarHand level 8]

Roll: PA\_WIL + Focus BOD [-][ #69]

## Psi: Air Dance [FarHand level 9]

Roll: PA\_PRE + Focus BOD [-][ #70]

## Psi: Mana Lock [Obuni Sajataka Rituals level 5]

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

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

Roll: PA\_WIL + Arts PER (R) [-][ #48]

## Psi: Shadows Gone By [Omen level 6]

Roll: PA\_WIL + Observe AWA [-][ #8]

## Psi: Shadows To Come [Omen level 7]

Roll: PA\_WIL + Observe AWA [-][ #11]

## Psi: Voice from the Past [Omen level 8]

Roll: PA\_INT + Focus BOD [-][ #88]

## Psi: Oracle [Omen level 9]

Roll: PA\_WIL + Focus BOD [-][ #89]

### **Psi: Intuit [Psyche level 1]**

Roll: PA\_PRE + Empathy AWA [-][ #9]

### **Psi: Emote [Psyche level 2]**

Roll: PA\_WIL + Seduction SOC [-][ #10]

### **Psi: Mindsight [Psyche level 3]**

Roll: PA\_PRE + Observe AWA [-][ #12]

### **Psi: Mindspeech [Psyche level 4]**

Roll: PA\_PRE + Seduction SOC [-][ #13]

### **Psi: Heart's Command [Psyche level 5]**

Roll: PA\_PRE + Impress UND [-][ #14]

### **Psi: Mindsearch [Psyche level 5]**

Roll: PA\_PRE + Observe AWA [-][ #15]

### **Psi: Head Shackle [Psyche level 6]**

Roll: PA\_PRE + Impress UND [-][ #60]

### **Psi: Brainblast [Psyche level 7]**

Roll: PA\_WIL + Impress UND [-][ #61]

### **Psi: Sympaticus [Psyche level 8]**

Roll: PA\_PRE + Empathy AWA [-][ #62]

### **Psi: Puppetry [Psyche level 9]**

Roll: PA\_TEM + Focus BOD [-][ #63]

### **Psi: Sensitivity [Sixth Sense level 1]**

Roll: PA\_AWA + Observe AWA [-][ #100]

### **Psi: Darksense [Sixth Sense level 2]**

Roll: PA\_INT + Observe AWA [-][ #101]

### **Psi: Subtle Sight [Sixth Sense level 3]**

Roll: PA\_PRE + Observe AWA [-][ #102]

### **Psi: Premonition [Sixth Sense level 4]**

Roll: PA\_PRE + Observe AWA [-][ #103]

### **Psi: FarSight [Sixth Sense level 5]**

Roll: PA\_PRE + Observe AWA [-][ #104]

### **Psi: FarSound [Sixth Sense level 6]**

Roll: PA\_PRE + Observe AWA [-][ #105]

### **Psi: Shared Sense [Sixth Sense level 7]**

Roll: PA\_PRE + Empathy AWA [-][ #106]

### **Psi: Wyrd Sight [Sixth Sense level 8]**

Roll: PA\_PRE + Observe AWA [-][ #107]

### **Psi: Senses Shock [Sixth Sense level 9]**

Roll: PA\_PRE + Impress UND [-][ #108]

### **Psi: Toughening [Soma level 1]**

Roll: PA\_PRE + Athletics BOD [-][ #17]

### **Psi: Strengthening [Soma level 2]**

Roll: PA\_WIL + Athletics BOD [-][ #71]

### **Psi: Quickening [Soma level 3]**

Roll: PA\_WIL + Athletics BOD [-][ #72]

### **Psi: Hardening [Soma level 4]**

Roll: PA\_PRE + Stoic Body BOD [-][ #73]

### **Psi: Sizing [Soma level 5]**

Roll: PA\_PRE + Athletics BOD [-][ #74]

### **Psi: Masking [Soma level 6]**

Roll: PA\_PRE + Seduction SOC [-][ #75]

### **Psi: Recovering [Soma level 7]**

Roll: PA\_PRE + Remedy TIN [-][ #76]

### **Psi: Slowing [Soma level 8]**

Roll: PA\_WIL + Focus BOD [-][ #77]

### **Psi: Closing [Soma level 9]**

Roll: PA\_PRE + Athletics BOD [-][ #78]

### **Psi: Shared Ability [Sympathicus level 1]**

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

### **Psi: Mimicry [Sympathicus level 2]**

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

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

### **Psi: Bonding [Sympathicus level 3]**

Roll: PA\_PRE + Empathy AWA [-][ #3]

### **Psi: Sanctum [Sympathicus level 4]**

Roll: PA\_WIL + Focus BOD [-][ #4]

### **Psi: Totem [Sympathicus level 5]**

Roll: PA\_INT + Empathy AWA [-][ #109]

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

Roll: PA\_TEM + None[ #49]

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

Roll: PA\_TEM + None[ #50]

### **Psi: Vis Eye [Vis Craft level 1]**

Roll: PA\_AWA + Focus BOD [-][ #79]

### **Psi: Vis Drain [Vis Craft level 2]**

Roll: PA\_WIL + Redemption (Volt) TIN (S)[Redemption][ #80]

### **Psi: Vis Flow [Vis Craft level 3]**

Roll: PA\_WIL + Redemption (Volt) TIN (S)[Redemption][ #81]

### **Psi: Vis Shock [Vis Craft level 4]**

Roll: PA\_REF + Fight FIG [-][ #82]

### **Psi: Vis Shield [Vis Craft level 5]**

Roll: PA\_BOD + Stoic Body BOD [-][ #83]

### **Psi: Vis Bolt [Vis Craft level 6]**

Roll: PA\_REF + Shoot FIG [-][ #84]

### **Psi: Vis Vortex [Vis Craft level 7]**

Roll: PA\_CON + Athletics BOD [-][ #85]

### **Psi: Vis Storm [Vis Craft level 8]**

Roll: PA\_WIL + Athletics BOD [-][ #86]

### **Psi: Primal Vis [Vis Craft level 9]**

Roll: PA\_WIL + Focus BOD [-][ #87]

### **Psi: False Glimpse [Visioning level 1]**

Roll: PA\_INT + Impress UND [-][ #110]

### **Psi: False Sight [Visioning level 2]**

Roll: PA\_PRE + Impress UND [-][ #111]

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

Roll: PA\_WIL + None[ #29]

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

Roll: PA\_TEM + None[ #30]

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

Roll: PA\_TEM + None[ #31]

### **Theurgy: Righteous Fervor [Brother Battle Rituals level 4]**

Roll: PA\_WIL + None[ #32]

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

Roll: PA\_WIL + None[ #33]

### **Theurgy: Smiting Hand [Brother Battle Rituals level 6]**

Roll: PA\_TEM + None[ #34]

### **Theurgy: Fearsome Majesty [Brother Battle Rituals level 7]**

Roll: PA\_TEM + None[ #35]

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

Roll: PA\_TEM + None[ #36]

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

Roll: PA\_TEM + None[ #37]

### **Theurgy: Peacemaking [Chapter Rituals level 1]**

Roll: PA\_PRE + Empathy AWA [-][ #112]

### **Theurgy: Andrealphus Balance [Chapter Rituals level 2]**

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

### **Theurgy: Sense Darkness [Chapter Rituals level 2]**

Roll: PA\_TEM + Observe AWA [-][ #113]

### **Theurgy: Decimate [Chapter Rituals level 3]**

Roll: PA\_WIL + Melee FIG [-][ #114]

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

Roll: PA\_MOV + Athletics BOD [-][ #115]

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

Roll: PA\_AWA + Empathy AWA [-][ #116]

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

Roll: PA\_INT + Focus BOD [-][ #118]

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

Roll: PA\_TEM + None[ #18]

### **Theurgy: The Devotional Liturgy [Church Rituals level 2]**

Roll: PA\_TEM + None[ #19]

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

Roll: PA\_TEM + None[ #20]

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

Roll: PA\_WIL + None[ #21]

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

Roll: PA\_TEM + None[ #23]

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

Roll: PA\_WIL + None[ #22]

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

Roll: PA\_TEM + None[ #24]

### **Theurgy: Sanctification [Church Rituals level 7]**

Roll: PA\_TEM + None[ #26]

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

Roll: PA\_TEM + None[ #25]

### **Theurgy: Shield of Faith [Church Rituals level 8]**

Roll: PA\_TEM + None[ #27]

### **Theurgy: Providential Deliverance [Church Rituals level 9]**

Roll: PA\_TEM + None[ #28]

### **Theurgy: Celestial Alignment [Eskatonic Rituals level 1]**

Roll: PA\_AWA + Observe AWA [-][ #38]

### **Theurgy: Divine Revelation [Eskatonic Rituals level 2]**

Roll: PA\_INT + Focus BOD [-][ #39]

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

Roll: PA\_AWA + Focus BOD [-][ #40]

### **Theurgy: Second Sight [Eskatonic Rituals level 4]**

Roll: PA\_AWA + None[ #41]

### **Theurgy: Osseous Transmutation [Eskatonic Rituals level 5]**

Roll: PA\_TEM + None[ #42]

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

Roll: PA\_AWA + Observe AWA [-][ #43]

### **Theurgy: Refinement of Essence [Eskatonic Rituals level 7]**

Roll: PA\_TEM + None[ #44]

### **Theurgy: Investiture [Eskatonic Rituals level 8]**

Roll: PA\_TEM + None[ #45]

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

Roll: PA\_TEM + None[ #46]

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

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