

CHARACTER BACKGROUNDS

A background represents a character's past education and upbringing. Every starting character begins the game with the benefits of one chosen background. The game benefits of a background are two-fold: each background has various modifiers that affect one's social status (see Gamemaster's Guide, page 106, for further information), and a skill bonus. The skill bonus is a -1 step situation die bonus for one broad skill and associated specialty skills. The broad skill must be chosen from the listed broad skills under each entry. Some backgrounds may restrict certain specialty skills from gaining the step bonus, these will be noted in each entry. Other benefits may be listed as well.

Academic

You come from a background where intelligence and acquired knowledge were preferred.

—*Broad Skills:* Computer science, Knowledge, Life science, Medical science, Physical science, Technical science.

—*Social Status:* -1 Authority, +1 Wealth.

—*Benefit:* Begins play with the Photo Memory perk.

Adolescent

You had a brief childhood before Life's problems were thrust upon you.

—*Broad Skills:* Athletics, Awareness, Creativity, Interaction, Stealth.

—*Social Status:* -1 Authority.

—*Benefit:* Begins play with one extra Last Resort Point.

Athletic

You were quite into athletic activities earlier in your life.

—*Broad Skills:* Acrobatics, Athletics, Movement, Stamina.

—*Social Status:* +1 Fame.

—*Benefit:* Begins play with the Fortitude perk.

Civilian

You come from an ordinary background, with no interesting events.

—*Broad Skills:* Athletics, Awareness, Interaction, Knowledge, Vehicle operation.

—*Social Status:* None.

—*Benefit:* Begins play with an extra Last Resort Point.

Colonial

You have lived on a colony for most of your life.

—*Broad Skills:* Animal handling, Athletics, Life science, Survival, Technical science, Vehicle operation.

—*Social Status:* None.

—*Benefit:* Begins play with the Animal Friend or Fortitude perk.

Creative

You come from a background that emphasized creativity and freedom of thought.

—*Broad Skills:* Creativity, Culture, Entertainment, Interaction, Knowledge.

—*Social Status:* +1 Fame.

—*Benefit:* Begins play with the Observant perk.

Criminal

You come from a background that was on the opposite side of the law.

—*Broad Skills:* Deception, Interaction, Manipulation, Stealth, Street smart.

—*Social Status:* -1 Authority.

—*Benefit:* Begins play with the Infamy flaw.

Corporate

You come from a background where business was the normal state of things.

—*Broad Skills*: Administration, Business, Culture, Deception, Interaction.

—*Social Status*: +1 Wealth.

—*Benefit*: None.

Impoverished

You come from a rough background and have learned to become self-sufficient and resourceful.

—*Broad Skills*: Manipulation, Resolve, Stamina, Street smart, Survival.

—*Social Status*: -1 Wealth.

—*Benefit*: Begins play with one extra Last Resort Point, and the Dirt Poor flaw.

Military

You come from a background that has a strong military tradition.

—*Broad Skills*: Administration, Leadership, Resolve, Tactics.

—*Social Status*: +1 Authority.

—*Benefit*: Begins play with the Fortitude perk.

Privileged

You come from a background that let you want for nothing.

—*Broad Skills*: Culture, Deception, Entertainment, Interaction.

—*Social Status*: +1 Fame or +1 Wealth.

—*Benefit*: Begins play with either the Celebrity or Filthy Rich perk.

Religious

You have strong religious belief and spiritual conviction.

—*Broad Skills*: Culture, Interaction, Knowledge, Leadership.

—*Social Status*: +1 Authority.

—*Benefit*: Begins play with the Faith perk.

Traveler

You have traveled around known civilization quite a few times, picking up bits of knowledge from all the places you've visited.

—*Broad Skills*: Culture, Interaction, Knowledge, Street smart, System operation, Vehicle operation.

—*Social Status*: -1 Wealth.

—*Benefit*: Begins play with one extra Last Resort Point.