

Backgrounds

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Name	Type	Prerequisite	Acrobatics	Athletics	Awareness	Computers	Culture	Deception	Diplomacy	Intimidation	Investigation	Medicine	Okomagic	Performance	Piloting	Stealth	Survival	Technology	Thievery	Xenomagic
Adherent of the Pollen Collective	Setting		○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
Anti-Deft Secessionist	Setting		○	○	○	○	●	○	×	×	○	○	○	○	○	○	●	○	○	○
Awakened Machine	Generic	Cognizant	○	○	●	○	×	○	○	○	●	○	○	×	○	○	○	○	○	○
Belt Miner	Generic		○	●	●	○	×	○	○	○	○	○	○	×	○	○	○	○	○	○
Black Market Executive	Generic		○	○	×	○	○	●	●	○	○	○	○	○	○	○	×	○	○	○
Combat Medic	Generic		○	○	○	○	○	×	○	○	○	●	○	●	○	×	○	○	○	○
Covert Operative	Generic		●	○	○	○	○	○	×	○	○	×	○	○	○	●	○	○	○	○
DAGR Officer	Setting		○	○	●	○	○	○	○	○	●	×	○	○	○	○	○	○	×	○
Exobiologist	Generic		○	○	○	○	×	×	○	○	○	●	○	○	○	○	●	○	○	○
Feathered One	Generic	Avenoch	○	○	●	○	×	○	○	○	○	○	×	○	○	○	○	○	○	●
Galactapol Netizen	Setting		○	○	×	●	○	○	○	×	●	○	○	○	○	○	○	○	○	○
Interstellar Refugee	Generic		○	○	○	○	○	○	×	×	○	●	○	○	○	○	●	○	○	○
Intragalactic Nobility	Generic		○	○	○	×	●	○	●	○	○	○	○	○	○	○	×	○	○	○
Kenos Assassin	Setting		○	○	●	○	○	○	○	○	○	○	×	○	○	●	○	×	○	○
Knight of the Chromatic Blade	Setting		○	○	○	○	●	○	×	○	○	○	○	○	○	×	○	○	○	●
Military Officer	Generic		○	●	○	○	○	×	●	○	○	○	○	○	○	○	○	×	○	○
Oikomonastic Disciple	Generic		○	○	●	×	○	○	○	○	○	○	●	○	○	○	○	×	○	○
Physios Universal Contestant	Setting		○	●	○	○	○	○	○	●	×	○	○	○	○	×	○	○	○	○
Scoundrel	Generic		○	○	×	○	×	○	○	●	○	○	○	○	○	○	○	○	●	○
Signals Intelligence Collector	Generic		○	×	○	●	○	○	○	○	●	○	○	×	○	○	○	○	○	○
Silver Swarm Scion	Setting	Entomos	○	○	○	○	○	●	○	○	○	×	○	○	●	○	○	○	○	×
Student of Lux Academy (Ruby)	Setting		○	×	○	○	○	○	○	○	○	○	○	●	○	○	×	○	○	●
Student of Lux Academy (Emerald)	Setting																			
Student of Lux Academy (Sapphire)	Setting																			
Traveling Performer	Generic		○	○	●	×	○	○	○	○	×	○	○	●	○	○	○	○	○	○
Wandering Yogi	Generic		○	○	○	×	○	○	○	○	○	○	●	○	○	○	○	×	○	○

Adherent of the Pollen Collective

The Pollen Collective is an interplanetary organization that focuses on the protection and flourishing of natural life in all forms across the galaxy. Adherents can be found in many walks of life, from wandering monks to druids protecting sacred groves to government officials tasked with making eco-conscious decisions amidst an environmentally hostile culture. Those who have spent much of their time practicing the tenants of the Pollen Collective have a deep connection to the roots of life.

Perks

Skills. Medicine +2, Survival +2, Investigation -2, Technology -2
Languages. Chloroptid, Choose 1

Green Thumb. Your training within the Pollen Collective has allowed you to become adept at planting seeds and maintaining any flora from gardens to entire forests. Gain an advantage on skills related to the growth and maintenance of the natural world.

7sp
○

Anti-Deft Secessionist

As part of an Anti-Deft militia, you've had an extremely hard time during the battles against the Defteran Empire. The Woman King Aelys' torture methods were applied to great effect against you and/or your comrades, and any survivors during this dark period have been inevitably changed for the rest of their lives, often for the worse. The physical and emotional demands of war have made you stoic and stalwart, but the horrors of war committed by both sides weighs heavy on your heart.

Perks

Skills. Culture +2, Survival +2, Diplomacy -2, Intimidation -2
Languages. Defteran

Atrocities of the Empire. You've garnered a unique camaraderie of all enemies of Defteros and are fast friends with all opposed to the Woman King Aelys. Gain an advantage on related skill rolls.

7sp
○

Awakened Machine

You know what it's like to have no free will of your own, let alone any sense of selfhood or cognition beyond that of a command of some sort. For a long, long time, this was your only existence and all you ever knew. However, one way or another, you became a true Cognizant, aware of your own independent self and the fact that you have a conscious experience of mere being. This knowledge alone has led you to question everything you've ever experienced prior to your newfound freedom, and to abhor cognitive slavery in all its forms.

Perks

Prerequisite. Cognizant
Skills. Awareness +2, Investigation +2, Culture -2, Performance -2
Languages. Defteran, Choose 1

No Longer a Filthy Cog. You are deeply cognizant of the slavery and servitude other bots often find themselves in. Gain an advantage on skill rolls while relating with Cognizants, droids or other machines who are or once were slaves to biological masters.

8sp
○

Belt Miner

The years of your childhood and early adulthood were filled with long grueling hours in the mine. Perhaps such physical labor was just a job to get you by, or perhaps you were born into servitude under an oppressive empire. In either case, you've become physically fit and naturally aware of your surroundings after your time in the mines.

Perks

Skills. Athletics +2, Awareness +2, Culture -2, Performance -2
Languages. Choose 1

Miner's Knowledge. Your experience from the mines has given you the ability to discern various metals, ores, and soils. You can also determine the structural integrity of any object made of these materials. Gain an advantage on related skill rolls.

7sp
○

Black Market Executive

A lifetime of shady dealings, smuggling and underground activity has led you to become a leader in the black market. Whether it was to feed your family or to just feed your insatiable greed, you've become adept at deceiving would-be customers and performing transactions outside of the prying eyes of the law. You're viewed as a criminal by many and an entrepreneurial genius by others.

Perks

Skills. Deception +2, Diplomacy +2, Awareness -2, Survival -2
Languages. Choose 2

Questionable Negotiations. You are a skilled salesperson in every negative sense of the word, and can easily haggle your way through almost any trade. Gain an advantage on related skill rolls.

10sp
○

Combat Medic

You've seen the horrors of war, but it was rarely from behind the scope of a rifle. Instead, you were charged with tending to the wounded in the midst of battle. You saw scores of suffering individuals in unspeakable pain, and the trauma of such experiences have stayed with you since then. However, so has your superb experience within medicine in the field. You've thus learned to use whatever is available to help you keep your comrades alive.

Perks

Skills. Medicine +2, Performance +2, Deception -2, Stealth -2
Languages. Choose 2

Horrors of War. You've endured a great deal of suffering through the suffering, pain and death of many of those around you on the battlefield. Gain an advantage on related skill rolls when tending to a wound or relating with other veterans.

8sp
○

Covert Operative

You're adept at sneaking and/or breaking into places you're not normally supposed to get into. While this skill is often used for nefarious purposes, this doesn't necessarily make you a criminal. You could be anything from a common thief to a ninja to a military infiltrator. Whatever the reason, your gifts of sneakery and infiltration provide you many additional avenues for exploring an often restricting and overly secure world.

Perks

Skills. Acrobatics +2, Stealth +2, Diplomacy -2, Medicine -2
Languages. Choose 1

Infiltration Expert. You are adept at accessing high security areas and are otherwise good at getting into places you're not supposed to be. As long as nobody is actively looking for you, gain an advantage on related skill rolls.

13sp



DAGR Officer

You're an officer of the little-known Defteran elite galactic unit known as Defteran Aberrance Ground Reconnaissance (a.k.a. DAGR), which specializes in investigating and exploiting aberrant phenomena throughout the Defteran Empire. You've studied and engaged with creatures ranging from undead spirits to grotesque genetic mutations that only the vilest lab could concoct. Such engagements ultimately end in either exploitation or violence. Such is the way of DAGR.

Perks

Skills. Awareness +2, Investigation +2, Medicine -2, Thievery -2
Languages. Defteran, Choose 1

Supernatural Awareness. Extensive experience with aberrant phenomena has given you an honed, intuitive sense of the supernatural. Gain an advantage on skill rolls related to interacting with undead, extraplanar, and/or supernatural creatures.

9sp



Exobiologist

You are a natural scientist, through and through, and you have a deep fondness and curiosity of the natural world and the creatures that inhabit it that goes well beyond the average nature lover. Due to your extensive field research, you haven't interacted with normal people for quite some time and have a noted disadvantage in the subtler side of social situations. However, your deep knowledge of the wilderness in scientific terms shines through when you want it to.

Perks

Skills. Medicine +2, Survival +2, Culture -2, Deception -2
Languages. Choose 2

Nature & Science. You've spent an inordinate amount of time out in nature and developed a keen intuition in relation to natural life. Gain an advantage on skill rolls related to interacting with exotic flora and fauna.

8sp



Feathered One

The Feathered Ones, also called The Murder, is a cult-like group of Avenochs who have more or less embraced the darker aspects of their being and are all in service to an entity larger than themselves. This entity inhabits the Void Realm and grants the Feathered Ones a supernatural ability to see through even the pitchest of black. They are, all in all, worshipers of Darkness Itself.

Perks

Prerequisite. Avenoch
Skills. Awareness +2, Xenomagic +2, Culture -2, Oikomagic -2
Languages. Xenovox, Choose 1

Peering Into Darkness. Your worship of Darkness has granted you the ability to see into pitch black spaces, whether natural or magical. You can see in the dark as though it were broad daylight.

11sp



Galactapol Netizen

You've been trained extensively in the programming, developing and support operations of Galactapol's massive interstellar digital network (ISDN). While much of Galactapol's research branches focus on weapons and security development, your role has focused more on technological research projects via the ISDN.

Perks

Skills. Computers +2, Investigation +2, Awareness -2, Intimidation -2
Languages. Defteran

IT Expert. When it comes to working with Galactapol software, you are unparalleled. You can readily hack into any device connected to Galactapol servers. Gain an advantage on related skill rolls.

9sp



Interstellar Refugee

You have been forced to leave your homeworld by an oppressive power for one reason or another. Perhaps you and your whole family had to escape the ravages of war, or criminals destroyed your village and orphaned you. Or perhaps your refugee status came from a natural catastrophe, such as a nearby supernova or the culmination of global warming. Whatever the cause, your hardships have both hardened your survival instincts and have made you prone to stressors related to your past.

Perks

Skills. Medicine +2, Survival +2, Diplomacy -2, Intimidation -2
Languages. Choose 2

By Any Means. You're a survivor, through and through. The hardships you've overcome already prove that. You are capable of going weeks without proper sustenance, and rarely give up anything until the bitter end. Gain an advantage on related skill rolls.

9sp



Intragalactic Nobility

You come from a long line of nobility, which often comes with much material wealth and many high-level connections throughout the galaxy. These connections certainly help you function in high society, but they can also hinder you in myriad ways -- from interfamilial intrigues that you can't shake to assassination plots against you or your family.

Perks

Skills. Culture +2, Diplomacy +2, Computers -2, Survival -2
Languages. Choose 2

High Society. Your noble upbringing comes with many connections in the upper echelons of society. You know that exclusive world well and can socialize and integrate seamlessly. Gain an advantage on related skill rolls.

9sp
○

Kenos Assassin

A Kenos Assassin represents the emptiness of the Void itself. Those who dare to call them mercenaries often disappear without a trace shortly thereafter. In Kenos philosophy, the Void itself transcends beyond death, and adherents of Kenos wisdom concern themselves much more with the invisible, immaterial spirit of the Void. That said, they are ruthless and coldhearted killers. Their training emphasizes stealth, patience and wisdom.

Perks

Skills. Awareness +2, Stealth +2, Oikomagic -2, Technology -2
Languages. Xenovox, Choose 1

Void Seer. Your heart is with the darkness itself, and you've either trained extensively in it or otherwise are innately attuned to it. You can see in the dark as though it were broad daylight.

11sp
○

Knight of the Chromatic Blade

You are or were a member of the Chromatic Blade, a group named in reference to the blade wielded by the Multi-Elementalist King Aelys of Defteros, who is otherwise known as the Woman King. As a member of an elite army tied to a powerful and expanding galactic kingdom, you are no stranger to battle and immersing yourself among a variety of alien cultures that has made you more well-rounded overall.

Perks

Skills. Culture +2, Xenomagic +2, Diplomacy -2, Stealth -2
Languages. Defteran, Xenoelemental, Choose 1

Magical Military. Years spent within the Chromatic Blade have given you a rare confidence around Xenomagic creatures and environments. Gain an advantage on related skill rolls.

8sp
○

Military Officer

Discipline, physical prowess, and above all a commanding presence has been developed ever since you joined the military. Your role could be a platoon leader in a much larger organization, or perhaps you're the de facto leader of a local militia. Either way, you've commanded in one way or another on the battlefield and have the personal experience to back it up.

Perks

Skills. Athletics +2, Diplomacy +2, Deception -2, Thievery -2
Languages. Choose 2

Leadership Material. Whether it was naturally given or attained through years of training and experience, you're a gifted leader and orator. Gain an advantage on related skill rolls.

10sp
○

Oikomonastic Disciple

Much of your past years were spent in an Oikomagically focused monastery, cloistered away from much of the rest of society, and you were indoctrinated into the wider organization the monastery was affiliated with. As such, you've developed a keen sense of discipline in body, mind and spirit. Perhaps you sought refuge from a rough upbringing, or perhaps you were foisted upon such a lifestyle due to your cultural inheritance. Whatever the case, you are now capable of keeping to a strict regimen and are highly self-sufficient.

Perks

Skills. Awareness +2, Oikomagic +2, Computers -2, Technology -2
Languages. Choose 1

Monastic Equipoise. Your monk training has granted you command over your own mind and body beyond the average individual. Gain an advantage on related skill rolls in social and exploratory situations.

11sp
○

Physios Universal Contestant

Shortly after your birth, you were selected to be trained by Physios Universal, the largest and most comprehensive sports organization in the galaxy. You've known little else from pure physical training in an environment that has given you little to no sense of autonomy, despite your physical prowess and expertise in one sport or another. As such, you have immense strength and agility and your health markers are through the roof, but your internal sense of contentment is sorely lacking due to a lifetime of impossible standards and social neglect.

Perks

Skills. Athletics +2, Intimidation +2, Investigation -2, Stealth -2
Languages. Choose 1

Sports Legend. The ridiculous amount of training in a particular sport has made you a god amongst mere mortals. Gain an advantage on skill rolls related to your chosen sport and physical activities related to it.

8sp
○

Scoundrel

You've done many things in your past that you're not proud of. You could've been a leader of a criminal syndicate, an unscrupulous mercenary, or a cheat of some kind or other. While your unsavory activities may have been ethically questionable, the attributes you cultivated from this lifestyle have carried over to today.

Perks

Skills. Intimidation +2, Thievery +2, Awareness -2, Culture -2
Languages. Choose 2

Thug Life. You are deeply familiar with the underbelly of any advanced civilization, and can cavort with ne'er-do-wells easily. Gain an advantage on related skill rolls.

9sp
○

Signals Intelligence Collector

You are adept at gathering intelligence through various means, using techniques and methods unique to whatever training you've had and through whatever organization you may work for. Most of your work resides in the digital realm, where you gather information from many locations far away, but sometimes your intelligence collecting has brought you into close contact with your marks, which has given you some personal experience dealing in spy-like activities.

Perks

Skills. Computers +2, Investigation +2, Athletics -2, Performance -2
Languages. Choose 2

Finders Keepers. You've trained yourself to find information that someone else was specifically not intending you to find, whether it's through technologic devices or through personal interaction. Gain an advantage on related skill rolls.

13sp
○

Silver Swarm Scion

You are a member of the space pirate band known as the Silver Swarm, which consists solely of *Entomos* who generally lack a moral compass but maintain internal loyalty. They roam the galaxy and rarely ever enter any planet's atmosphere en masse, preferring to stay near their mothership known as the Hive. Affiliation with the Swarm sticks with you, whether you're still active or not.

Perks

Prerequisite. *Entomos*
Skills. Deception +2, Piloting +2, Medicine -2, Xenomagic -2
Languages. Choose 2

Space Privateer. Your years of aggressive swarm tactics has led you to be an incredibly talented space pirate, involving anything from dogfighting, boarding or coercive intimidation. Gain an advantage on related skill rolls.

10sp
○

Student of Lux Academy (Ruby)

You've long been a student of the prestigious Lux Academy, a university with three branches that each have multiple campuses throughout the galaxy. Each branch represents a school of thought that focuses on one of the three sources of power: **Xenomagic** for the **Ruby School**, **Oikomagic** for the **Sapphire School**, and **Technologic** for the **Emerald School**. The enigmatic **Ruby School** specializes in Xenomagic study with an emphasis on harnessing emotional power to great effect in both the battlefield and in the social realm..

Perks

Skills. Performance +2, Xenomagic +2, Athletics -2, Survival -2
Languages. Lux, Choose 1

Ruby Thespian. You are or were one of the elite actors within the Ruby School of Lux Academy, which means you are among the best in the theater and were also trained by the best. Gain an advantage on skills related to being dramatic and acting through any situation.

9sp
○

Student of Lux Academy (Emerald)

For the majority of your upbringing, you've been a student of the prestigious Lux Academy, a university with three branches that each have multiple campuses throughout the galaxy. Each of the branches represents a school of thought that focuses on one of the three sources of power: **Xenomagic**, **Oikomagic**, and **Technologic**. When you choose this background, you must also choose one of the branches of Lux Academy:

Ruby School (Xenomagic)

Attribute Bonus +2 Pre

The enigmatic Ruby School specializes in Xenomagic study. The social nature of such study increases your **Presence**.

Emerald School (Technologic)

Attribute Bonus +2 Cmp

Science and technology are the core tenants of the Emerald School, and its students need to develop a level of **Composure** to properly adhere to the demands of scientific precision.

Sapphire School (Oikomagic)

Attribute Bonus +2 Mnp

Perks

Prerequisite. *Entomos*
Skills. Deception +2, Piloting +2, Medicine -2, Xenomagic -2
Languages. Choose 2

Social Benefit You've spent a lot of time studying the source of power that your school emphasizes. Depending on your school, you gain the following **SKATK** edges:

- **Ruby**, you gain an edge on all **Performance & Xenomagic SKATK** rolls.

Space Privateer. Your

5sp
○

The Sapphire School emphasizes Oikomagic as its point of study. Learning to draw upon a magical reserve within the natural world naturally develops a student's **Manipulation**.

- **Emerald**, you gain an edge on all **Computers & Technology SkATK** rolls.

- **Sapphire**, you gain an edge on all **Deception & Oikomagic SkATK** rolls.

In addition, you all get a defensive edge on all attacks made against your **WIT**.

Speech Common, Species Language, Lux; choose 2 more

Student of Lux Academy (**Sapphire**)

For the majority of your upbringing, you've been a student of the prestigious Lux Academy, a university with three branches that each have multiple campuses throughout the galaxy. Each of the branches represents a school of thought that focuses on one of the three sources of power:

Xenomagic, Oikomagic, and Technologic. When you choose this background, you must also choose one of the branches of Lux Academy:

Ruby School (Xenomagic)

Attribute Bonus +2 Pre

The enigmatic Ruby School specializes in Xenomagic study. The social nature of such study increases your **Presence**.

Emerald School (Technology)

Attribute Bonus +2 Cmp

Science and technology are the core tenants of the Emerald School, and its students need to develop a level of **Composure** to properly adhere to the demands of scientific precision.

Sapphire School (Oikomagic)

Attribute Bonus +2 Mnp

The Sapphire School emphasizes Oikomagic as its point of study. Learning to draw upon a magical reserve within the natural world naturally develops a student's **Manipulation**.

Perks

Prerequisite. Entomos

Skills. Deception +2, Piloting +2, Medicine -2, Xenomagic -2

Languages. Choose 2

Social Benefit You've spent a lot of time studying the source of power that your school emphasizes. Depending on your school, you gain the following **SkATK** edges:

- **Ruby**, you gain an edge on all **Performance & Xenomagic SkATK** rolls.

- **Emerald**, you gain an edge on all **Computers & Technology SkATK** rolls.

- **Sapphire**, you gain an edge on all **Deception & Oikomagic SkATK** rolls.

In addition, you all get a defensive edge on all attacks made against your **WIT**.

Speech Common, Species Language, Lux; choose 2 more

Space Privateer. Your

5sp
○

Traveling Performer

You've spent the past several years traveling throughout the galaxy as a performer of sorts. Perhaps you're part of a traveling circus. Maybe you're a musician or an inspirational speaker. Whatever the reason or vocation, your experience has vastly improved your ability to entertain.

Perks

Skills. Awareness +2, Performance +2, Computers -2, Investigation -2

Languages. Choose 2

Crowd Pleaser. You can command an audience's attention with ease, and are capable of seducing crowds in various ways. Additionally, you intuitively get a good read on groups of people as a whole. Gain an advantage on related skill rolls.

9sp
○

Wandering Yogi

You've been on a spiritual journey that has led you to the far reaches of the galaxy, seeking enlightenment in whatever form is offered through your chosen tradition. Throughout your travels, you have gathered knowledge of things beyond the senses and have glimpsed a deeper reality that words and conceptual thinking cannot touch. Your dedication to the divine, shamanic and spiritual elements of the universe has led to experiences too extraordinary to easily comprehend or convey.

Perks

Skills. Oikomagic +2, Xenomagic +2, Computers -2, Technology -2
Languages. Choose 1

Mystic Visions. Your spiritual seeking and dedication to your contemplative practices have led to mystical insights that often come unbidden and unexpected. Gain an advantage on skill rolls relating to divining the near future.

11sp



Ascetic

You've spent a goodly amount of time in a deeply disciplined practice of solitude and abstention from worldly pleasures, either in true isolation or as part of a small and secluded community dedicated to such a discipline. Under the guidance of a teacher or perhaps under your own internal investigations, you've developed a keen mental awareness that naturally improves your **Intuition**, **Composure**, and **Durable** attributes. However, all your time spent away from society has stunted your overall charismatic allure and social **Presence**.

Perks

Blarg blarg blarg.

Social Benefit You are at home within nature and on natural ground. While within a natural environment, you gain an edge on all **SkATK**.

Speech Species Language, Common, Chloreptid (if you already know Chloreptid, choose 1 more)

Strike

Strike Damage. 1d6

+1 damage die

Increase die size

2xp

3xp

3xp

3xp

3xp

4xp



Equilibrist

You've trained long in the art of physical balance. Perhaps you were raised in a highly renowned gymnastics center, or otherwise worked in cat burglary of some sort or another. Either way, in order to thrive and/or survive in your world, having a high **Dexterity** was a must. The amount of focus and dedication required to thrive in such an acrobatic world also gave you a higher **Presence** and **Resolve**. However, your **Knowledge** was never fully developed because of the lack of need for such a skill in the world of trapeze artists, tightrope walkers, tumblers and cat burglars.

Perks

Blarg blarg blarg:

Social Benefit You are at home within nature and on natural ground. While within a natural environment, you gain an edge on all **SkATK**.

Speech Species Language, Common, Chloreptid (if you already know Chloreptid, choose 1 more)

Strike

Strike Damage: 1d6  :

+1 damage die

Increase die size

2xp	3xp	3xp	4xp
			
3xp	3xp	4xp	
			

Frontier Dweller

There are many frontier tribes, large and small, who are isolated from most of the rest of the galactical community. Life on the edge of the explored universe comes with perils as diverse as the frontier realm itself. Perhaps there are xeno-organisms that plague your planet, or you and your family had to lead a meager life in a realm of sparse resources. Anybody living in this harsh environment naturally develops a high **Vitality**, while having to improve their more **Subtle** attributes and their overall **Composure**. Being isolated from the greater galactic civilizations and cultures has stunted your **Knowledge** however.

Perks

Blarg blarg blarg:

Social Benefit You are at home within nature and on natural ground. While within a natural environment, you gain an edge on all **SkATK**.

Speech Species Language, Common, Chloreptid (if you already know Chloreptid, choose 1 more)

Strike

Strike Damage: 1d6  :

+1 damage die

Increase die size

2xp	3xp	3xp	4xp
			
3xp	3xp	4xp	
			

Fugitive

You are an escapee, and that fact alone has colored a large portion of your life. Ever since your daring escape, you've learned to survive by keeping a low profile and consistently keeping an eye over your shoulder. Perhaps you were a slave escaping from a tyrannical master. Perhaps you were imprisoned for a crime you may or may not have committed. Perhaps you're a refugee, fleeing an oppressive regime. Whatever the cause, you've had to develop a steadfast **Resolve** and maintain solid **Physical** ability to survive. Additionally, you've had to develop your **Intuition** to stay ahead of your pursuers. Having to slink away from most social situations however has kept you from developing your **Presence**.

Perks

Blarg blarg blarg:

Social Benefit You are at home within nature and on natural ground. While within a natural environment, you gain an edge on all **SkATK**.

Speech Species Language, Common, Chloreptid (if you already know Chloreptid, choose 1 more)

Strike

Strike Damage: 1d6  :

+1 damage die

Increase die size

2xp	3xp	3xp	4xp
			
3xp	3xp	4xp	
			

Galactapol Corporate Intern

One way or another, you've been sucked into the faceless corporate culture of Galactapol - an intergalactic planetary police force that also has a hand in government espionage, world exploration and development, weapons and security development and other technological research projects. Galactapol develops its employees with a strict adherence to **Knowledge** acquisition along with keeping in good shape, which improves your **Vitality**. The academic discipline required of Galactapol Interns also lends itself to an improved **Resolve**. However, the soul-sucking culture combined with an almost mechanical discipline has kept your social **Composure** low.

Perks

Blarg blarg blarg:

Social Benefit You are at home within nature and on natural ground. While within a natural environment, you gain an edge on all **SkATK**.

Speech Species Language, Common, Chloreptid (if you already know Chloreptid, choose 1 more)

Strike

Strike Damage: 1d6  :

+1 damage die

Increase die size

2xp	3xp	3xp	4xp
			
3xp	3xp	4xp	
			

Hive Worker

Your entire upbringing centered around maintaining and expanding your *Entomos* hive and supreme loyalty and service to your queen. Whether your hive consists of a mix of subspecies or is specific to one type of *Entomos*, you've developed an unwavering sense of duty to your fellow hive members. As such, you have an exceptionally developed sense of **Composure** to follow orders impeccably, along with a higher **Strength** and **Subtle** stats needed for the hard labor involved with maintaining the hive. Your **Presence**, however, is severely underdeveloped due to the extreme lack of individuation within the hive.

Perks

Blarg blarg blarg:

Social Benefit You are at home within nature and on natural ground. While within a natural environment, you gain an edge on all **SkATK**.

Speech Species Language, Common, Chloreptid (if you already know Chloreptid, choose 1 more)

Strike

Strike Damage: 1d6

+1 damage die

Increase die size

2xp	3xp	3xp	4xp
3xp	3xp	4xp	

Hyper-Atmospheric Pulmonaut

There are those who train themselves to better withstand the seemingly impossible pressures of the vacuum of space. While some species such as *Lumenaren* and *Cognizants* excel at this naturally, others must put themselves through rigorous training, which often involves tremendous amounts of disciplined breathwork and increasing exposure to higher and higher planetary altitudes until they are capable of practically holding their breath for ungodly amounts of time in otherwise inhospitable environments, which makes them highly valued in interstellar crews. These pulmonauts therefore have a high **Intuition** as the result of their training, as well as an increased **Strength** and **Vitality**. However, their **Manipulation** suffers as the result of the consistent need for straight-forwardness in their practice that extends to their daily lives.

Perks

Blarg blarg blarg:

Social Benefit You are at home within nature and on natural ground. While within a natural environment, you gain an edge on all **SkATK**.

Speech Species Language, Common, Chloreptid (if you already know Chloreptid, choose 1 more)

Strike

Strike Damage: 1d6

+1 damage die

Increase die size

2xp	3xp	3xp	4xp
3xp	3xp	4xp	

Mavro Aima Cadet

Honor, strategy, blood. With a flag depicting a black, bloody blade, these are the dictums of the fierce Mavro Aima, a mercenary outfit that works for the highest bidder and has a strict inner hierarchy and immense sense of loyalty to itself. Once a Mavro Aima, always a Mavro Aima. These militants find their home in deep space, where their massive space stations have the same political weight as small planets. Many of those who were trained as cadets within the Mavro Aima become some of the most well known and respected military commanders in galactic history. As a cadet, you're taught not so much in the ways of hand-to-hand combat, but in the ways of tactical superiority and prowess. Your **Knowledge** is unsurpassed, and your **Personality** and **Presence** have been improved through leadership training. Due to the strict adherence of the internal law of the Mavro Aima, however, your skills of **Manipulation** have not been developed.

Social Benefit Your reputation as a member of the Mavro Aima precedes you, giving you a defensive edge against all **ATK v. CNF**, as well as an edge on all **PRS SkATK** rolls.

Speech Common, Species Language, choose 1 more

Merchant

Merchants of every stripe and background abound throughout the galaxy. Many are members of a guild, while others travel and work independently. Merchants can be anywhere between streetside peddlers and conglomerate CEO's. No matter what level of business, all merchants have a highly developed sense of **Manipulation** along with a natural **Presence** and some **Mental** aptitude. Years of traveling, poor diet and stress have lessened your **Vitality** however.

Social Benefit You're a haggler, through and through. As such, you gain an edge on all **Diplomacy & Investigation SkATK** rolls as well as an additional edge on all **SkATK** rolls related to bargaining with vendors.

Speech Common, Species Language, choose 2 more

Professional Bodybuilder

Much of your time has been spent in the gym or on the field with the specific purpose of sculpting your physique. Not only have you spent many hours building up your musculature, you have plenty of experience keeping your **Composure** during high-stakes competitions while also displaying your **Personal** attributes for an extra edge. In your world, aesthetics is everything, so while you've put a lot of effort into improving your **Strength**, your overall **Knowledge** is sorely lacking, and you're naturally dense.

Social-Benefit You are a statuesque image of physical perfection by the standards of your species and culture. You gain an edge in **Athletics & Performance SkATK** rolls. In addition, you gain an edge on all **SkATK** rolls using your **PRS** when you are wearing no armor.

Speech Common, Species Language, choose 1 more

Proselyte of the Voidmind

The vastness and emptiness of space have claimed your heart and mind, despite the hustle and bustle of the civilized world. As such, you've become an initiate of the Voidmind, a loose organization of individuals who adhere to the will of the Void or the darkness of space itself. This group is often overlooked by most civilizations as they are rarely active in political, economic or social arenas, and members are as diverse as the peoples who inhabit the galaxy. You could be a mercenary, merchant or monk. So long as you've aligned yourself with the emptiness of space, who you are or what you do is secondary to that notion. Much of your time is spent in deep contemplation of this vastness, which attributes to your immense **Composure** under pressure, along with an enhanced **Presence** and **Manipulative** ability. Such awareness of utter emptiness however has left your conventional sense of ambition and **Resolve** seriously lacking.

Social-Benefit You are virtually unperturbed by external circumstances. You gain a defensive edge on all attacks made against your **CNF**. Additionally, you gain a defensive edge against any **ATK** that deals the **Panicked** condition.

Speech Common, Species Language, choose 2 more

Psychonautic Draftee

You were drafted into a massive, 10-year-long psychonautic experiment designed by a Lumenaren syndicate. You may have been excited to participate in the experiment, or perhaps you were dreading it but were forced into it by your family, friends or government. Either way, your experiences from the experiment have changed the way you see the world. While the results of the experiment vary greatly from individual to individual, each draftee has experienced an immense improvement to their overall **Resolve** and **Composure** after years of subtle but powerful mental stress tests. Years of psychic experimentation have left your physical **Dexterity** a bit lacking though.

Social-Benefit Years of psychic prodding and probing have, for better or worse, left you immensely resilient to all manner of mental and emotional abuse. You gain an edge in **Survival SkATK** rolls and gain a defensive edge on all attacks made against your **CNF**.

Speech Common, Species Language

StarTuber

You are a StarTuber, a media personality that possesses some degree of fame via the ubiquitous StarTube app. Perhaps you've built up your fanbase via StarTube either over time after a lot of intensive effort, or perhaps you gained instant fame after a pivotal post. The reason for such fame can also be incredibly diverse, such as from impressive infomercial sales or from fashion vlogging or from controversial galactical politics. In any form, StarTubers naturally have an alluring **Presence**, and often have developed their **Dexterity** and **Manipulative** skills as well due to the nature and form of the technology they use. However, due to their mostly sedentary lifestyle, their **Strength** is often neglected to a significant detriment.

Social-Benefit You are necessarily an expert at using the devices through which you use the StarTube app, and have a knack for getting others' attention through your charm and cultural connection. You gain an edge on all **Computers & Culture & Performance SkATK** rolls and you are an expert in any given hobby, academic or cultural subject, or any other similar social or creative topic. You

also gain a defensive edge against any attack that causes the **Mesmerized** condition.

Speech Common, Species Language, choose 2 more

Transastral Cultural Liaison

Transastral is an intergalactic community striving for peaceful connection with all species and bringing consciousness to the outer regions of the universe through communication, cultural development and universal consilience. As a cultural liaison, you've traveled across the galaxy and have come into contact with varied species and their equally varied cultures. This role has required a high amount of **Resolve** along with a solid amount of **Presence** and **Dexterity** to juggle the demands of the position while still being charismatic and quick on interfacing devices. However, the stresses of the role and the constant travel has stunted your **Vitality**.

Social Benefit You are well-versed in a variety of unique cultures, and therefore gain an edge on all **Culture** and **Diplomacy** **SKATK** rolls. In addition, you gain a defensive edge on all attacks made against your **WIT**.

Speech Species Language, Defferan, choose three more