

Background:

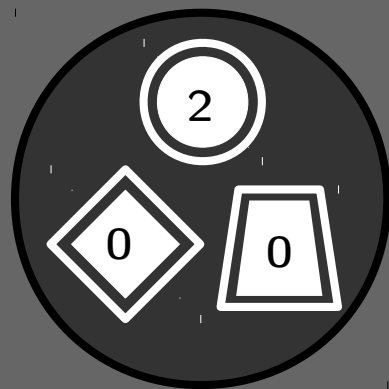
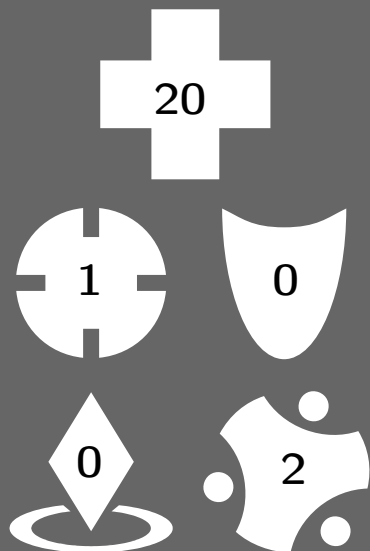
You are the heir to a powerful and influential family - either corporate, political, religious or otherwise. You have a place in the structure of things, a role to play in the workings of the world.

Description:

The clothes and appearance of any aristocrat may vary wildly. While some are lavish and opulent, others are formal and restrained. Many have had surgery or gene therapy to make them look more perfect. Appearance is after all another aspect of competition. Whatever your appearance it is important to remember that it is something that you or your family have chosen. With all the weight and implication of what that means.

Starting Bonuses:

- ☐ +4 Knowledge People. +2 Command, Manipulate, History.
- ☐ **Family name:** Your family name is at least moderately well known. This name can be wielded with both force and subtly... but can also be a liability at times.
- ☐ **Equipment:** Family signet ring (or some other icon of status)
- ☐ **Staff:** Begin the game with a pair of assistants. Each has a profession (cook, porter, driver, secretary, maid) and 4 ranks in two skills of your choice. Mark these skills on your character sheet. NOTE: Your staff are civilians, not adventurers. They have no combat training.



Ethos:

You are important. You are part of a lineage, a chain. Your decisions affect peoples lives. One day you or your siblings will inherit *responsibilities*. At least... that is what you were brought up to believe. What this means for you depends on how much you believe that story and how likely you are to inherit. Regardless of other factors, you grew up in the limelight. There were staff to take care of you. Train you. There was attention, and from time to time journalists, or other interested parties. Your family has enemies. YOU have enemies. How you deal with them is up to you.

Staff details:

Name: _____ Profession: _____ Skills: _____, _____

Description: _____

Name: _____ Profession: _____ Skills: _____, _____

Description: _____

Character details:

Consider the following questions, answer any that take your fancy:

- ☐ From where does your family draw its wealth and influence? Are you the son of a influential diplomat? The daughter of a grand engineer?
- ☐ Presumably your family is well resourced. Why are YOU off having adventures, rather than sending staff? Curiosity? Entertainment? Training? Are there some matters too delicate to trust to even the most loyal servants? Are you trying to escape?
- ☐ Do you have any siblings? What do you know of the likely inheritance structure of your family?
- ☐ Name one ally of your family, and one enemy. Name someone who is your personal ally, and another who is your personal enemy (above and beyond family ties).

Notespace:
