

Background:

The academy trains the best of the best- in science, piloting, stealth and combat. Selected at a young age, academy trainees are assured job security, influence and adventure. They are also assured of the consequences should they become neglectful of their debts to their “patron”.

Description:

Clothing is provided by the academy. The exact code of dress for any given graduate will vary wildly depending on their academy and profession, but is expected to be crisp, well turned out, and looked after at all times.

Starting Bonuses:

- ☐ +3 ranks knowledge People and Research.
- ☐ **Equipment:** Pick two items provided by your classes; improve the quality of each slightly (for example, +1 damage or aim for weapons).
- ☐ **Academy training:** Select one of your classes. Double the skill and stat bonuses provided by this class. If your stats include choice, make each choice independently.
- ☐ **Academy debts:** You have significant debts to either the academy, or some patron that paid you through the academy. These are ignored at your peril.

Ethos:

Academy training is the chance of a lifetime; any who graduate and successfully pay off their debts will be set for a life of comfort and fortune. The number of individuals who successfully do so is...uncertain. As an academy graduate, you will have been selected at a young age. Picked up and put forward by a patron, or scouted by the academy itself, you will have then entered into a decade or more of intensive training. The academy rewards ambition, dedication and teamwork. How people react to this pressure cooker environment varies greatly. Some flourish... others do not.

Character details:

Consider the following character building questions:

- ☐ Who is your patron? How did you attract their interest, and how do you relate to them now?
- ☐ What is your standing amongst your cohort? Do you have enemies or rivals amongst your classmates? Do you have allies?
- ☐ Who or what were you before you were selected to the academy? What ties (if any) do you have to your time before?

Notespace:

