

## background thread

Posted by stark - 06 Feb 2012 22:27

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the background list represents players achievements before entering a contract with the group and has an IC affect on their progression and rules. each background comes at a price which can be reflected in terms of credits, prestige or other such trade off's, the point to backgrounds is to encourage players to play diverse players and expand their characters history. for every positive background purchased you must chose a negative background. starting players are allowed only 4 total (two positive and two negative).

### ----Positives-----

Spacer - Born and raised on the corridors of freighters and space stations. From a young age you were forced to learn how to care for your artificial homes all the while living in low gravity. +5% to repair +5% mining, +300p +400c (not available to D'naa)

Clone (Legal) - You're an AGIS clone, as a result you're perfectly fine to travel Gemini held territory. However should you go rogue a kill switch exists that can terminate you. -400p -2000c

Mars outcast - Your opinions and associates have put you at odds with the local population however the D'naa have taken notice. +20% to D'naa standing -1000p -800c

Mars born - Your family spans generations on Mars and as a result has good relations with the the various factions on the red planet. +20% faction standing to one Mars faction -800p -500c

Code of honor - you follow a strict creed and refuse to deviate from it. +10p awarded on successful skill check. -2500p

Gall - you got spunk and show it in your charisma +5% charm rolls, -1500p

War Hero - You have killed a high ranking enemy and for this receive a starting bonus to your honor at +25% (D'naa only)

loyalty - you are loyal to a fault, once a day you may add your roll to someone else's to assist. -2500p

concentration - you are able to focus your attention on the task at hand, -5% to difficulty modifiers to your highest skill checks. -3000p

common sense - you have wisdom on your side to help determine the best course or outcome, you may ask a storyteller for advice on any event. -1500p

Business School - you have attended business school +5 Barter -2500p -1500c

Graceful - you have a natural grace about you that allows you to charm others easier. +5% charm rolls -1500p

Educated - you have attended a school or university +5 Science -2000p -3000c

Medical School - you have medical experience +5 Medical-2000p -3000c

Psychology - you have experience in the school of psychology +5 Charm -1500p -2500c

Trust Fund - you were born with a silver spoon in your mouth you start with an extra +4500c, -2000p (+400 salvage d'naa)

Natural Linguist - you may begin with two additional known languages (excluding D'naa) -1500p -1400c

True love - your a born romantic and have a true love in your life, you may add your skill rolls to your lovers rolls once per day. -2500p

youthful looks - for some odd reason you dont ever seem to age, you get a +5% charm check. -3000p

Longevity - You just dont ever quit, you were made to last, +5% mining checks -2500p

**----Negatives----**

Cybernetic rejection syndrome - For some reason your body rejects all forms of cybernetic enhancement violently. Biotech seems to be the only way to augment yourself. +800p +1400c

Future shock - Maybe you wanted to escape the present or you were badly injured and needed to be frozen but because of the time on ice you've fallen behind the tech curve and the climb back up is steep. Thankfully though some things don't change older tech is still easy to use for you. -5% hack & science, +1000p +2000c

Pirate - Your choice of friends in the past was really rather poor. As part of a pirate crew you looted, killed, and generally caused problems for the corps before settling down. Unfortunately for you the corps have long memories. -20% to faction standing for a corp of your choice. +800p +1200c (Excluding D'naa)

Earth born - Born on the ruined home world, the romantic lure of Mars called to you. However you didn't take the time to learn the culture and customs. As a result the corps and locals don't trust you nearly as much as you wished. -5% on all positive faction gains. +600p +700c (Excluding D'naa)

Bad luck - You're jinxed, if it can go wrong it will. gain a +10% modifier to critical fails on all skill rolls. +1000p +800c

Clone (Illegal) - You're a non-AGIS clone, lacking legality in Gemini territory however AGIS agents have no killswitch ability on you. +400p +2000c

curiosity - like a cat you cant help yourself, you are compelled to investigate even the most dangerous situations. +400p

compulsive - you act without thinking and it shows, automatically lose -50p on any skill check once a day.

hidden secret - you have a secret so terrible and dark it haunts you. talk to the storyteller of this secret and how it can affect your character. +500p

deranged - you are neurotic and strange which has an adverse affect on charisma with others, -5% charm checks. +1500p

flashbacks - you are haunted by images of war and horror and can suffer from its affects anytime of the day. -5% security checks, +800p +500c

hatred - you have a hatred for a certain group or race, start with a -25% to their faction standing and -10% charm checks to that faction or race. +500p +1200c

junkie - you are addicted to drugs and cannot help yourself, you must always seek out your drug of choice and pay for it. If you cannot find the drug you suffer normal withdrawal rules set. +800p

ulterior motive - you are not all that you seem and have other reasons for helping the group. discuss with a storyteller what it is exactly you are after. +420p +200c

overconfident - you seem to think you cannot be defeated and fuck up because of it. gain a +10% difficulty modifier on your strongest skill checks. +1000p

bad sight - you cant see very well and affects all perception based skill checks at a -5%, +800p

enemy - someone hates you and is seeking your downfall, talk to the storyteller about who and why this is. +200p

Notoriety - you got a bad rep all over the place start with a -12% faction standing in all local factions. +500p +150c

Hunted - you got a bounty and someone wants you dead, you are often the object of attack randomly, even within safe zones. +750p +1200c

No Song - You have lost your voice among the clan, you must find a spiritual path in order to regain your voice once again. (D'naa only)

Phobia - you're a scared little girl when confronted with a certain phobia -25% on skill checks that pertain to your specific fear.

Sociopath - due to lack of emotions you can trick lie detection and control your level of stress in any situation. -2000p

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