

CONSOLIDATED EARLY LIFE HISTORIES

This stage of character development details the character's childhood; covering the period of the character's life from birth until embarking on advanced training. Representing the character's education and interests during childhood, the character receives 5 Development Points to spend during Early Life. Each Early Life Package costs 5 Development Points. Packages made/provided by the fans are marked (*). Once you have spent your 5 points: for Starfleet characters, proceed to the Consolidated Academy Life Histories; for civilians, proceed to the Consolidated Civilian Advanced Training Histories.

- Academic Upbringing: One Academic Skill at 1 (2); +1 Logic Edge; Arrogant -1; Patron (Specify) +2
- Affluent: One Academic Skill at 1 (2); Arrogant *OR* Greedy -1; Assets +1; Contact *OR* Patron (specify) +2
- Assassins Family/Guild: Assassination (choose) 1 (2); Alertness +2
- Athletically Inclined: Athletics (choose) 1 (2); Athletic Ability +2
- * Bankrupt (Ferengi Only): Fast Talk 1; Streetwise (choose) 1 (2); Diminished Social Status (Bankrupt) -1
- * Bynar Upbringing (Bynar Only): One Academic Skill at 1 (2); Computer (choose) 1 (2); +1 Logic Edge; Dependent (Linked Pair) -2
- Colony/Frontier Upbringing: One Survival Skill at 1 (2); +1 Perception *AND* Vitality Edge
- Criminal Upbringing: Fast Talk *OR* Gaming *OR* Slight of Hand (choose) 1 (2); Streetwise (choose) 1 (2); Shady Background (Suspected of Criminal Activity) -1
- * Dopterian Upbringing (Dopterian Only): Language: Cardassian 1; Obligation (Cardassian Citizenship) -2; Species Friend (Cardassian) +4
- Early Mind School (Vulcan Only): +1 to either Logic Edge; Psionically Gifted +4
- * Enslaved: Craft (choose) 2 (3); +1 Strength Edge; Obligation (to Master) -1; Vengeful (towards Master) -1
- Exploration: Science, Space (Astronomy) *OR* World Knowledge (world character's family explored) 1 (2); +1 Vitality Edge; Curious +1
- Fagin's Child: Slight of Hand (Pick Pocket) 1 (2); +1 Dexterity Edge; add or increase Specialization in any Template Skill 0 (1)
- Failed Colony: One Survival Skill at 1 (2); +1 Vitality Edge; Alertness +2; Intolerant *OR* Vengeful (of whom Character blames for the failure) -1
- Famous Parent(s): One Intellect Skill at 1 (2); +1 Renown (choose); Obligation *OR* Rival (connected to Parents' work) -1; Patron (Parents) +2
- * Farm Upbringing: Animal Handling *OR* Science, Life *OR* Planetary (choose) 1 (2); +1 Strength *AND* Vitality Edge
- Gang Upbringing: Primitive Weaponry (Knife) 1 (2); Unarmed Combat (Brawling) 1 (2); -1 Empathy Edge
- * Gifted Lobes (Ferengi Only): Bargain (choose) 1 (2); +1 Perception Edge; Patron (specify) +2; Rival (specify) -2; Wealth +1
- Grease Monkey: Engineering, Any (choose) 1 (2); Curious +1; +1 Logic Edge *OR* Mechanical Ability +3 *AND* Weak Will -2
- * Guerrilla Fighter: Demolitions *OR* Espionage (choose) 1 (2); Energy Weapon (choose) 1 (2); +1 Perception *OR* Reaction Edge; Dark Secret (Guerrilla Fighter) *OR* Vengeful (of Enemy fighting against) -2
- * Junior Explorers: Craft (choose) 1 (2); Planetary Survival (choose) 1 (2); Code of Honor (Explorers Pledge) -2; Commendation (Golden Star Award) *OR* Innovative +1

- Juvenile Delinquent: Streetwise (choose) 1 (2); +1 Perception Edge; add or increase Specialization in any Template Skill 0 (1)
- Kidnaped!: Behavior Modification (Resistance) 1 (2); Planetary Survival (choose) 1 (2); Alien Upbringing +1; Vengeful (species that kidnaped character) -2
- * Klingon Early Life: Knowledge: Klingon Mythology 1; Law (Klingon Rituals) 1 (2); Politics (Klingon) 1 (2); Arrogant -2; Intolerant -2.
 - * Klingon Great House: Culture (Klingon) 1 (2); History (of House) 1 (2); Ally (Allied House) +2; Arrogant -1; Obligation (House Honor) -2; Patron (House Leadership) +2; Rival (Rival House) -2
 - * Klingon Minor House: History (of House) 1 (2); Ally (Allied House) +2; Patron (House Leadership) +1; Rival (Rival House) -1
- Legal Upbringing: History (choose) 0 (1); Law (choose) 1 (2); +1 Logic Edge; Argumentative -1; Contact (specify) +1
- Mercantile Upbringing: Bargain *OR* Merchant (choose) 1 (2); +1 Logic *OR* Perception Edge; Contact (specify) +1
- Mercenary Parents: One Military Skill at 1 (2); Bargaining (Mercenary Contract Negotiation) 1 (2); Sworn Enemy (fellow Mercenary: specify) -1
- Military Brat: One Military Skill at 1 (2) *OR* History (Military); +1 Dexterity *OR* Reaction Edge; Contact (specify) +1
- Netboy/Netgirl: Computer (Data Alteration/Hacking) 1 (2); +1 Logic Edge; Dataport +1
- Normal Upbringing: Athletics *OR* Craft *OR* Knowledge (choose childhood sport or hobby such as Riding, Climbing, Woodworking, or Andorian Literature) 1 (2); add Specialization in any Template Skill 0 (1); +1 Dexterity *OR* Reaction Edge
- Occupation/Labor Camp Upbringing: Fast Talk *OR* Primitive Weaponry (Knife) 1 (2); Stealth (choose) 1 (2); Vengeful (of Occupying Species) -1
- Orphaned: Charm *OR* Intimidation (choose) 1 (2); Streetwise (choose) 1 (2); +1 Empathy Edge; Hides Emotions -2
- Performer: Artistic Expression *OR* Athletics (choose) 1 (2); +1 to any Fitness or Intellect Edge; Innovative +1
- Pirate's Child: Energy Weapon (choose) 1 (2); Shipboard Systems 1 (2); Greedy -1
- Political Upbringing: Diplomacy (choose reflecting parents' career) 1 (2); Contact (specify) +1; Language Ability +2; Rival (connected to parents' career) -1
- Privateer: Streetwise (choose) 1 (2); Primitive Weaponry *OR* Unarmed Combat (choose) 1 (2); Alertness +2; Hides Emotions -2; Vengeful (specify) -1
- Religious/Ideological Training: Culture (of chosen Group/Ideology) 1 (2); History *OR* Theology (of chosen Group/Ideology) 1 (2); +1 Strength *OR* Willpower Edge; Fanatic *OR* Pacifism -2
- Savant: Artistic Expression (choose) 1 (2); Arrogant -1 *AND* Eidetic Memory *OR* Engineering Aptitude *OR* Mathematical Ability *OR* Tactical Genius +3
- Scientific Upbringing: Science, Any (choose) 1 (2); +1 Logic Edge; Innovative +1
- Security Upbringing: Law (choose) 1 (2); Security (Law Enforcement) 1 (2); Intolerant (Criminals) -1
- * "Space Boomer:" Engineering, Any *OR* Shipboard Systems (choose) 1 (2); Knowledge: Civilian Spaceships 0 (1); Personal Equipment (Environmental Suit) 0 (1)
- Starfleet "Brat:" Administration (Starfleet) 1 (2); Vehicle Operation (Shuttlecraft) 1 (2); Contact (within Starfleet: specify) +1; Rival (within Starfleet: specify) -2
- Street Urchin: Fast Talk 1; Streetwise (choose) 1 (2); -1 Vitality Edge
- Thief's Life: Security (Security Systems) 1 (2); +1 Dexterity *AND* Perception Edge
- * Trill Symbiont Commission Initiate (Trill Only): Athletics (choose) 1 (2); Science, Any (choose two) 1 (2) (2); Code of Honor (Protect Symbiont) -2; Cultural Flexibility +1; Rival (Whom

- character beat for the position) -1
- * Trill Training Academy (Trill Only): Remove: Phobia (Multiple Personalities); +1 Willpower Edge; Contact (Trill Bureaucrat) +1
 - Vulcan Monastic Training (Vulcan Only): Any Psionic Skill 1; +1 to either Logic Edge; Multitasking +2; Pacifism (Cannot Kill) -1
 - Wealthy Upbringing: Culture (High Society of Appropriate Species or Planet) *OR* Charm (choose) 1 (2); Wealth +2
 - Well Traveled: Language: Choose *OR* Streetwise (choose) 1 (2); World Knowledge (choose two) 0 (1) (1)
 - Wrong Side of the Spaceport: Streetwise (choose) 1 (2); Unarmed Combat (choose) 1 (2); Vengeful (specify) -1