

CHARACTER OVERLAYS

BELTER (PROSPECTOR)

Asteroid belts are storehouses of wealth waiting to be exploited. Working alone, in cooperative groups, or for mining corporations, belters mine the exotic minerals and ores found in the belts. Often a tightknit group looking out for each other, belters tend to be leery of outsiders.

Athletics (Climbing) 2 (3)
Bargain (choose) 1 (2)
Culture (Belter Culture) 1 (2)
Demolitions (Primitive Demolitions) 1 (2)
Knowledge (Mineralogy) (2)
Planetary Survival (Subterranean) 1 (2)
 (Zero-G Environment) (2)
Personal Equip. (Environmental Suit) 1 (2)
 (Mining Equipment) (2)
Weapon, Energy (choose) 1 (2)
Alertness (+2)
Code of Honor (Belter Code*) (-2)
Strong Will (+2)
Zero-G Skilled (+2)

* protect and aid fellow belters

OPTIONAL

Asset (+2)
Chronic Pain *OR* Physically Impaired (-2)

RIFFRAFF

Found around any spaceport. . .the tough, streetsmart thug hoping for one big chance to turn their life around; and not necessarily legally. At smaller spaceports they maybe hired as manual laborers, at all spaceports they are thugs for hire.

Athletics (Running) 2 (3)
Dodge (1)
Fast Talk *OR* Search (2)
Knowledge (Local Spaceport) (2)
Planetary Survival (Urban) 1 (2)
Slight of Hand *OR* Stealth (choose) 1 (2)
Streetwise (choose) 1 (2)
Weapon, Energy *OR* Prim. (choose) 1 (2)
Weapon, Unarmed (Brawling) 1 (2)

DILETTANTE

Wealth hath its privileges. Traveling on whim and impulse the dilettante seeks relief from boredom and the casual. Dabbling in the arts and culture for amusement and enjoyment, but often without serious study. Often traveling with an entourage or at least a few friends.

Academic Skill, Any (choose) 2 (3)
Academic Skill, Any Other (choose) 1 (2)
Bargain (choose) 1 (2)
Culture (choose two) 1 (2) (2)
Gaming (choose two) 1 (2) (2)
Knowledge (the Arts *OR* High Society) (2)
Language
 Choose (2)
 Choose (1)
Arrogant (-1)
Impulsive (-1)
Wealth (+3)

ACADEMICIAN

Scientists, historians, engineers and countless other professionals with a love of their field may choose to pass their skills onto others. Instructing young people and continuing their own academic endeavors and research in education facilities throughout space.

Academic Specialty (choose) 2 (4) *AND*
Academic Skill, Any Other (choose) 1 (2)
Administration (Academic) 2 (3)
Charm *OR* Persuasion (choose) 1 (2)
Command (Academic Training) 1 (2)
Computer (choose) 1 (2)
Culture (Academic) 1 (2)
Instruction (Teaching) 2 (3)
Language
 Choose Non-Native (1)
 Native (1)
Argumentative (-1)
Arrogant (-1)
Rival (other Academician) (-2)