

d10	Homeworld	d10	Education	d20	Childhood Events
1-2.	<u>High Culture</u> 1. Bureaucracy 2. Carousing 3. Diplomacy 4. Academics 5. Broker 6. Performer	1-2.	<u>The Streets</u> 1. Streetwise 2. Carousing 3. Subterfuge 4. Stealth 5. Performer 6. Brawling	1-6.	Precocious Talent (1d6): Performer, Athletics, Academia, Pilot, Electronics, or Animals
				7.	Inheritance/Windfall: 1d6 times 5,000 credits.
				8.	Recognized as Latent Psychic: Gain a PSI score. You may attempt to train in the Psion career.
3-4.	<u>Industrial</u> 1. Mechanics 2. Electronics 3. Pilot 4. Bureaucracy 5. Athletics 6. Medicine	3-4.	<u>Apprenticeship</u> 1. Electronics 2. Mechanics 3. Broker 4. Drive 5. Medicine 6. Brawling	9.	Experienced hard labor: +1 STR or END.
				10.	Rewarded for being quick: +1 AGI or INT.
				11.	Private Tutor: +1 EDU or SOC.
5-6.	<u>Agricultural</u> 1. Animals 2. Bushcraft 3. Athletics 4. Mechanics 5. Drive 6. Bows	5-6.	<u>University</u> 1. Academics 2. Diplomacy 3. Bureaucracy 4. Medicine 5. Navigation 6. Tactics	12.	Heirloom Weapon: Gain a (non-quantum tech) weapon of your choice.
				13.	Grew up around nature or in a low-tech society: Animals or Bushcraft.
				14.	Spent time in the asteroid colonies: Zero-G.
7-8.	<u>Fringe</u> 1. Streetwise 2. Subterfuge 3. Broker 4. Drive 5. Stealth 6. Brawling	7-8.	<u>Military Academy</u> 1. Scout 2. Bushcraft 3. Drive 4. Pilot 5. Tactics 6. Firearms	15.	Orphaned: Adopted (Bureaucracy and an Ally) or Independent (Streetwise and a Rival)
				16.	Embroided in (schoolyard) drama: Gain one Ally, one Rival, and Diplomacy.
				17.	Injured due to corporate negligence: -1 to a random physical Attribute, Bureaucracy, and 25,000 credits.
9-10.	<u>Spacer</u> 1. Pilot 2. Zero-G 3. Navigation 4. Sensors 5. Electronics 6. Broker	9-10.	<u>Finishing School</u> 1. Bureaucracy 2. Carousing 3. Diplomacy 4. Academics 5. Athletics 6. Blades	18.	Serious illness as a child: -1 STR or END.
				19.	Lingering Injury: -1 AGI or INT.
				20.	Grew up in poverty: -1 SOC or EDU.

* All skills gained during this step are Rank Zero skills (e.g. "Diplomacy" means "Gain Diplomacy-0").