

Ascendancy LRP
Appendix A.
Social Background

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For each level of Social Background you gain points in Internal and External Influence.

Internal Influence = influence level within starting group/society.

External influence = each point can be allocated as below:

You can buy level 1 influence within a group or guild - subject to Ref agreement.

You can buy 1 Contact - this contact can be generally relied upon - you can decide who the contact is, although it is subject to Referee agreement. You cannot have a contact with a king or the like without very good reason.

You can purchase an amount of money that your character starts the game with. You can spend up to 3 points in this, the more points you spend the more money you start the game with. Note this is not an income - it is a one off when your character is generated.

1 point = 5 Seamstress Smile

2 points = 10 Seamstress Smile

3 points = 1 Lords Silver

No Social Status

Players may choose to drop their default Social Background to this status at character creation, they gain 60 Starting Karma for doing so.

These characters are accepted only by a very small group of their peers, and are feared, sneered at, or spat on by almost everyone else, if their right to exist is acknowledged at all. It is difficult for them to gain employment or recognition in society even to start with.

They may be forcibly inducted into the military, enslaved, rounded up or shot on sight. They have no income or equipment bar what they can salvage and scavenge.

Internal influence: 0

External influence: 0

Skills: Streetwise 2 or Survival 2

Flaws: Innumerate & Illiterate

Examples: The Achipelagan street vagrant, the suspicious mad old Salemite woman, an escaped Dust slave, or a Formorii Frontline Trooper.

Lower Lower Class

Players may choose to drop their default Social Background to this status at character creation, they gain 40 Starting Karma for doing so.

The character is one of the unwashed masses, life is hard, but they can earn just enough to feed themselves and their family, and keep a roof over their heads most of the time, working in poorly paid, unskilled or semi-skilled jobs, or making a living from subsistence agriculture. They are the lowest level of acceptable society.

Internal influence: 1

External influence: 0

Skills: Streetwise 1 or Survival 1, then either Literacy 1 or Nummeracy 1

Flaws: Illiterate or Innumerate (depending on Skill choice)

Examples: A Five Thunders peasant, a Frontier settler, an Archipelagan Pirate, and a trooper in the Salem Military.

Upper Lower Class

Players may choose to drop their default Social Background to this status at character creation, they gain 20 Starting Karma for doing so.

They can feed themselves and their family well most of the time, and occasionally even stretch to meat. They may have received the fragments of a formal education, or at least acquired the rudiments of reading and writing, and many hold aspirations of a better life, if not for themselves, then for their children.

Internal influence: 1

External influence: 1

Skills: Literacy 1, Numeracy 1, Craft/Business/Lifestyle 1

Examples: A Dust Storekeeper, a Salemite Craftsman, a United Army Sergeant, or a Frontier Tribal warrior.

Lower Middle Class

This is the default Social Background for characters.

The character comes from a band of society that provides well-trained professionals and are usually educated or trained to a fairly high standard. They are able to make a good living from their profession and have a level of respect and recognition for their jobs from the community at large, and are paid well for their skills and abilities.

Internal influence: 2

External influence: 1

Skills: Craft/Business/Lifestyle 2, Literacy 1 and Numeracy 2 or Literacy 2 and Numeracy 1

Examples: A Salemite Parish Priest, an Archipelago Junior Guildsman, and a Lieutenant in the United Army. Tribal Elders and Chieftains will also count at this level for the purposes of comparison with other cultures.

Upper Middle Class

Players may choose to increase their default Social Background to this status at character creation, it will cost them 20 Starting Karma to do so.

The character comes from a band of society which has made its living through trade, politics or managing land and factories. They are usually well off, and have plenty of time for social pursuits as well as their business interests.

Internal influence: 2

External influence: 2

Skills: Craft/Business/Lifestyle 2, Craft/Business/Lifestyle 1, Literacy 2 and Numeracy 2

Examples: A Dust Slave Merchant, An Archipelago Confederacy Army Captain, a Salemite Most-Fine Companion, a Whitewater senior Guildsman, a Tribal Shaman and a Five Thunders Local Governor

Lower Upper Class

Players may choose to increase their default Social Background to this status at character creation, it will cost them 40 Starting Karma to do so.

Born into, or occasionally marrying into well-bred families, Minor Nobility, the Lords and Ladies of society. Lesser Barons and Baronesses, Baronets, Senior Army Officers, and Church leaders such as Bishops and Cardinals. They usually have old money, titles, lands and influence.

Internal influence: 3

External influence: 2

Skills: Etiquette 2, Craft/Hobby/Business 1, Craft/Hobby/Academic 1, Literacy 3 and Numeracy 2 or Literacy 2 and Numeracy 3

For example: An Archipelagan Island Governor, a Salemite Bishop, a Union Army Colonel and a Dust Sheikh.

Upper Upper Class

Players may choose to increase their default Social Background to this status at character creation, it will cost them 60 Starting Karma to do so.

Major Nobility, Viscounts, Marquis and Marchionesses, and very very senior Army Officers and very senior church leaders.

Internal influence: 3

External influence: 3

Skills: Ettiquette 2, Craft/Hobby/Business 1, Craft/Hobby/Academic 1, Craft/Hobby/Academic 1, Literacy 3 and Numeracy 3

Examples of this are a Dust Caliph, a Salemite Church Knight Commander or Archbishop, or Five Thunders Shogun.