

CHARACTER BACKGROUND QUESTIONNAIRES 2

Conversion Notes

Hardware Engineer 6

1. How is your relationship with people who don't understand technology as well as you?
2. What caused your character to get involved with electronics/computers?
3. What past accomplishment do you find the most pride in?
4. When you encounter a problem do you invent a quick solution based on intuition, or do you pause to reason through it?
5. When you come across something you don't understand, do you seek others' help or try to figure it out on your own?
6. What gadget does your character never leave home without?
7. What is your name?

Alien Expert 7

The GM will give the Alien Specialist any amount of information from [7.1, 7.2, 8.1, 8.2] that will give the party something to fear about Venusians.

1. Does your knowledge of aliens make you feel closer to other intelligent species or more distant from them?
2. Do you feel comfortable in alien environments or do you prefer to study from afar?
3. Why is Venus the planet you fear the most?
4. Do you flinch when surprised or do you become more alert?
5. What advantage in combat do you feel you have from your knowledge of aliens?
6. What signature item(s) does your character carry?
7. What is your name?

Field Linguist 8

The GM will work with the Field Linguist to determine what they know about the Venusian language and how they communicate. Modes of communication can include clicking sounds, mild electric charges through the water, or sonar.

1. Why did you become a linguist?
2. When you are near alien species are you relaxed and comfortable or hesitant and fearful?
3. What physical capability or skill have you not invested in because of your dedication to language?
4. How do your pattern recognition skills help you during combat?
5. Would you prefer to be in your studies at night or kick back with the squadron?
6. What signature item(s) does your character carry?
7. What is your name?