

Chapter 09: Castes

Choosing Your Caste

Castes represent the socio-economic background of the character. This represents the family that they were born into, their upbringing and their lifestyle prior to becoming an adventurer. Castes offer bonuses to wealth, social affluency, and languages.

The Caste system is meant to allow the character to better develop their character for role-playing. By default all characters are of middle class, unless the PC and the GM decide otherwise.

There are 4 main castes; however the GM is free to invent more, as desired. Please note that these castes represent what the typical character might be. There are numerous higher levels of castes with wealth and power.

Elite Caste includes the greater business men, greater civil servants, greater politicians, and other people of wealth, power and influence. . Almost all live within the Empire Core cities in the penthouse levels of the space-scrappers, or orbital facilities for the elite rich.

High Caste includes the lesser business men, lesser civil servants lesser politicians, and other people of decent wealth, and decent influence. Almost all live within the Empire Core cities in the upper levels of the space-scrappers, or dedicated and ornate housing from their employment.

Middle Caste includes the common member of the Empire. Characters in this caste include workers, soldiers, and clansmen. If they live within a city they would have lived in the street or higher levels of the space-scrappers, or within Clan Halls. If they lived in more rural settings they typically would have had their own housing, or dedicated housing from their employment.

Low Caste includes the poorest of the Empire's citizens. Characters in this caste include the poor, dispossessed, criminals and street dwellers. If they lived within a city they either lived in the underground levels of the city or on the streets. If they lived in more rural settings they may have come from refugee camps, tent cities or worker communes.

Wealth Bonus

The Wealth Bonus is additional money received on top of that awarded by race during character creation. It is broken down into Galactic Credit Coin (gccs), Electronic Galactic Credits (egcs), and Local Credit Coins (lccs).

Caste	Wealth Bonus
Elite Caste	5K EGCs, 4K GCs, 1K LCCs
High Caste	3K EGCs, 5K GCs, 2K LCCs
Middle Caste	2K EGCs, 5K GCs, 3K LCCs
Street Caste	1K EGCs, 4K GCs, 5K LCCs

GCs are standard galactic credits in the coin form. They are completely untraceable, and popular with the lower classes and criminal elements. They are widely used legitimately on the frontiers of the Empire, due to the lack of electronic banking at such distances.

EGCs are the modern electronic variant of galactic credits that are used within the Core Worlds of the Empire. These are completely traceable and are accessed by verifying their identity via their Bio-Comp. The Core of the Empire is almost completely based on this type of commerce.

LCCs are local credit coins that are issued by either the local race, or local mega-corporation. They can either be electronic or physical coin. LCCs fluctuate in value against gccs when exchanged, however have the same buying power within that region when shopping through the gear guide. Please note that LCCs is a generic term for regional money. Exchanges between different types of LCCs will need to be performed before they are used in new sections of the Empire.

Social Skill

Castes represent a socio-economic background. Each of the castes has a representative skill of how good the character is at networking within that social caste. For example many RPGs have the overly familiar streetwise skill. Future Shadows has a skill for each of the common social castes. Rather than just representing the languages, colloquialisms, and slang of each caste, these skills also represent an understanding of the motivations, concerns, and topics of interest of that caste. This can be quite useful in dealing with members of that caste in striking deals, conducting business, dating, etc.

Caste	Social Skills
Elite Caste	Elite Caste Society, Heraldry, Etiquette
High Caste	High Caste Society, Etiquette
Middle Caste	Middle Caste Society
Street Caste	Street Society

Languages

Each of these castes represents stratification within society. Most of which has its own dialect of the race's native tongue. If any of the languages duplicate either within this chart or as a result from choosing the characters race, the level remains at 1.

The Galactic language common dialect is the universal language of choice within the Empire. The Ancient dialect is almost straight Human from the time of the human exodus from Earth. The High dialect is the first true blending of the Human, Acroyan, and Draken languages from the time of the formation of the Empire. As a result most of the legal and historical documents of the Empire are still recorded in this dialect.

Acroyan, Draken, and Native Race Languages also have dialects. The Common dialect is the language that is currently popular within that races home world, and has a decent amount of Galactic mixed in. The High dialects are the pure forms of the native languages pure of the Galactic language influence. If the character's race is Human, Acroyan, or Draken, the Native Race languages below may overlap with others in the chart. In this case they receive only level 1 in any duplicated dialect.

Caste	Languages & Dialects
Elite Caste	Galactic (Ancient, High, Common) Acroyan (High, Common) Draken (High, Common) Native Race (Ancient, High, Common)
High Caste	Galactic (High, Common) Acroyan (High, Common) Draken (High, Common) Native Race (High, Common)
Middle Caste	Galactic (Common) Native Race (High, Common)
Street Caste	Galactic (Common) Native Race (Common)

Starter Life Style

When the character begins their life of adventuring it is assumed that they still have a couple of months of their former lifestyle

prepaid. This helps them make the transition to their life of adventuring a little easier.

Caste	Living Situation	Food, Drink, Restaurants	Transportation
Elite Caste	Extravagant Apartment	Highest of taste and refinement, open tabs at numerous local restaurants and watering holes.	
High Caste	Deluxe Apartment	Excellent food and drink at the apartment	Personally owned Anti-Gravity Car or other luxury planetary transport or orbital shuttle.
Middle Caste	Average Apartment	Average food and drink at the apartment	Personally owned hover or ground base civilian vehicle
Street Caste	Empire Public Housing Voucher for the local crash tubes.	Empire Public Food Dispenser Pass or survival kibble.	Empire Public Transport Pass or Hover Board.

