

Tentative doc meant to document thoughts and maybe rulings about Eclipse Phase lifepaths.

Initial thoughts: EP2e packages are nicely balanced, yet you can still back yourself into a corner and have to rely on defaulting on a lot of stuff, which is not a problem, especially if you don't feel like min-maxing.

Lifepaths additions to skills +/- 5-15 pts should vialby make life slightly imbalance you without breaking the game

Lifepaths additions to aptitudes would be huge game-changers and need to be thoughtfully considered.

Breakdown of current packages:

NOTE: almost all Know skills have package-specific Know suggestions

BACKGROUND

170 active points total, spread 40s, 30s, 20s to be possibly combined with later stages

90 know points total, spread 60, 30 without fail

CAREER

130 active points total, some variations observed

90 know total, 60/30 with the exception of Academic

INTEREST

100 active points total, mostly split 40/40/20 or 40/30/30

40 know total, one skill