

Beings within the Bionicle universe often come from a variety of backgrounds, varying based on home islands, species, and position within a society. Below are a few sample backgrounds, broken up into three categories: Metru, Generic, and Species based. Matoran characters may take any Metru or Generic Background of choice, and other races may take a preferred species background.

## Metru Backgrounds

**Ta-Metru-** The industrial district, Ta-Metru is Metru-Nui's center of production. Ta-Matoran here work the lava farms, producing raw Protodermis that is distributed to Po and Le Metru. Tools, Kanoka Disks, and Masks are also produced here.

**Lava-Farmer-** This PC has worked in the great industrial fields known as Lava Farms. Lava Farming is dangerous work, as the workers involved must carefully collect molten Protodermis and distribute it into large metal barrels, which are then sent via motorised cables to the rest of the city. Skilled at hard labor and the use of complex machinery. **+2 to Mechanics, +1 to Sensing** **Start with Lava Eel pet**

**Forge Assistant-** This PC has worked in one of many various Smithing Yards or Fire Pits, where molten Protodermis is poured into molds and, once cooled, welded into various different tools, Kanoka disks, or even Masks. Welding is delicate work, and a tiny flaw can have catastrophic results. Skilled at forging and working fine details into their constructions. **+2 to Forging, +1 to Examination** **Start with Beginner's Tools, Protodermis Ingot, and 3 level 2 Kanoka Disks**

**Ga-Metru-** A peaceful district, the center of spiritual learning and education. Home to the Great Temple, the spiritual center of the island and the foremost location of worship for the Great Spirit Mata Nui.

**Teacher's Assistant-** This PC has studied under a Ga-Matoran or Turaga as an aide in various lectures and other activities, and has become proficient in logical deductions and explaining this information to others in an easy to understand format. Topics range from the study of nature, psychology, diplomacy, mathematics, and many others. **+2 to Persuasion, +1 to an Interactive skill of the PC's choice.** **Start with Tablet (Teachings of the Great Spirit), Temple keystone**

**Riverboat Tour Guide-** This PC has experience in piloting Canoes through narrow canals, as well as knowledge of the various rivers, streams, swamps and basins located in Ga-Metru. A Riverboat guide is often also an adept swimmer and knows how to deal with dangerous currents. **+1 to Swimming, +1 to Navigation, and +1 to Piloting** **Start with Trident, Canoe**

Po-Metru- The commerce district, where scattered camps of carvers and mountain climbers produce statues and sculptures both large and small. Mostly undeveloped, this District consists of vast mountains and valleys, and is rarely visited by non Po-Matoran.

Mountain Climber- This PC has spent time climbing the various cliff faces and broken structures surrounding Po-Metru, and is an adept climber and skilled navigator of deserts and mountainous structures. +2 to Climbing, +1 to Acrobatics, Navigation, or Perception Start with either Climbing Claws or Hookshot

Stone Carver- This PC has created multiple unique crafts, ranging from handheld trinkets to towering sculptures and statues of various figures or events. Stone carvers have intimate knowledge of what tools to use and where to use them, and can easily identify points of strength or weakness in a structure. +2 to Carving, +1 to Searching or Sensing Start with Basic Carving Set, Mata Nui idol

Onu-Metru- A district dedicated to mining and learning the mysteries of the past. Most Matoran here either work in the Lightstone mines or study in the Archives, a vast subterranean zoo/museum. Most Matoran live on the surface level above the Archives, and this is where most housing is based.

Lightstone Miner- This PC has chosen the rather dangerous and difficult path of working in the Lightstone Mines, in order to collect the Lightstones that power most of Metru Nui's vehicles and structures. Lightstone miners are skilled at physical labor and knowing where to most effectively dig new tunnels, and often have experience with defending themselves (or running away!) from the creatures that lurk underground. +1 to Elusion, +1 to Sneaking, and +1 to either Explosives or Perception Start with 5 Lightstones, Pick

Archivist Assistant- This PC has performed various tasks relating to the management and containment of subjects within the Archives. Using Stasis Fields, Archivists keep exotic Rahi and other living subjects in a state of suspended animation, where they are carefully studied and monitored. An Archivist assistant has learned many historical facts and knows much about Rahi, and may also have some experience in the containment of escaped creatures. +2 to Logic, +1 to Tracking or Taming Start with Stasis Rod, Tablet (Guide to Rahi)

Ko-Metru- A district of scholars and philosophers who study Astronomy and attempt to plan for the future. Ko-Matoran plant crystals into great basins in the ground, which quickly grow into Knowledge Towers, where the Ko-Matoran record information and store it in Memory Crystals. This metru is known for being completely silent.

Knowledge Tower Student- This PC has dedicated themselves to studying the stars in an effort to predict the future. Knowledge Towers rise hundreds of meters into the sky, and are used

to observe the cosmos. A Knowledge Tower student can pick out individual stars in the sky for navigation, and, due to the Rule of Silence surrounding Ko-Metru, is skilled at quick debate or ending arguments before they start. +2 to Logic, +1 to Navigation, Inquiry or Intimidation

Start with Telescope, Tablet (Star Chart)

Isolationist- This PC has rejected the calls to study from the rest of Ko-Metru, and has chosen the unusual path of the hermit. An Isolationist chooses to live alone in the frigid outskirts of Ko-Metru, and has experience in survival and navigation amongst the snow drifts and glaciers. Isolationists also have some experience with combating the dangerous Rahi that live in the icy wastes. +1 to Sneaking, +1 to Tracking, and +1 to Dodge, Medical or Navigation

Start with Camping Gear, Firestone

Le-Metru- The district responsible for manufacturing vehicles, Le-Metru also is home to the Chute Network, a series of electromagnetically-charged tubes containing Protodermis, which serve as a means of speedy travel across the island.

Test-Track Worker- This PC has experience working in the Test Tracks of Le-Metru, where experimental vehicles are first tested before being brought into general use. Test Tracks are very dangerous, and Workers have experience both in the operation and management of vehicles, as well as knowing how to jump and dodge out of these vehicles in the case of an impending crash. +1 Piloting, +1 Driving, and +1 to Acrobatics or Dodge

Start with Test Track Keystone, Ussal Crab pet

Chute-Hub Operator- This PC is trained in the usage and maintenance of Chutes, the main means of travel between Metrus in Metru Nui. Chutes use an electromagnetic field to move liquid Protodermis at extremely high velocities, allowing an object within the field to travel from one location to the next. A Chute Operator is aware of how to operate and repair Chute systems, and knows how to navigate the various different Chutes around the city safely.

+1 Navigation, +1 Mechanics, and +1 Security Start with Tablet (Basic Chute Map), Chute Hook

## Generic Backgrounds-

City Guardsmen- This PC has chosen, at some point or another, to train as a Guardsman of Metru Nui. Different Metrus have their own specialised Guardsmen, but all the branches work together in the defense of the city in case of an invasion. +2 to Tactics, +1 to Interrogation

Start with Guardsmen Badge, 1 free (mundane) melee weapon.

Colosseum Operator- This PC has chosen to work on operating the Colosseum, the vast structure at the center of Metru Nui, which powers every other structure in the city and contains both important artifacts and The Arena, where Matoran compete in games of disk-throwing and Akilini. +2 to Acrobatics, +1 to Alchemy, Climbing or Performing

Start with Tablet (Colosseum Layout), Colosseum keystone.

**Chronicler-** This PC has taken the adventurous path of the Chronicler, a being who is tasked with recording all manner of exciting events that occur in the City of Legends, good or bad. A Chronicler is someone with a sharp wit and a keen eye for a good story, and has experience with traveling long distances in search of a story. Chroniclers are also often expected to follow the Toa or other heroes, so as to catch their adventures with their own eyes. **+2 Inquiry, +1 Perception or Persuasion Start with Tablet (Blank), Chronicler Badge.**

**Akilini Player-** This PC has played enough Akilini to earn some renown, and might even be part of a dedicated team! Akilini is the most popular sport in Metru Nui, consisting of teams of 3-6 players each competing in the Colosseum. Players ride an unpowered disk while attempting to throw or shoot Kanoka disks through hoops on the walls of the Colosseum, while the Protodermis pillars making up the Colosseum's floor raise and lower randomly. Additionally, miniature Chutes are used for acrobatic maneuvers, as players try to avoid their disk being knocked out of the air by the opposing defenders. Akilini players are athletic and talented at disk-throwing. **+2 Acrobatics, +1 Performing Start with 4 Kanoka Disks (unpowered), Disk Launcher (mundane), Akilini Medal.**

**Kohlui Player-** This PC has experience as a Kohlui Player, a popular sport among the Matoran of Mata Nui. In Kohlui, 3 teams of 2 players each, 1 on offense, 1 as a guard, compete to get a Kohlui ball into a goal using a Kohlui stick, which is a metal pole topped with a hammer, and with a scoop on the bottom. Like Akilini, Kohlui is physically difficult, and Matoran who are experienced Kohlui Players are often skilled at both strategizing and making difficult physical moves. **+1 Tactics, +1 Acrobatics, +1 Perception Start with Kohlui stick, 3 Kohlui Balls, and Kohlui Medal.**

## Species Backgrounds-

**Toa-** Toa are the guardians and protectors of the Matoran, and are chosen by Mata Nui to embody the 3 Virtues of Unity, Duty and Destiny. Tall, strong, and agile, Toa are trained in the use of elemental powers, mask powers, and combat with both melee and ranged weapons. Toa serve both physically and spiritually, as they help guide the Matoran and offer insight into the will of the Great Spirit.

**Metru Guardian-** This Toa has dedicated themselves to protecting a particular Metru, usually the one they originated in as a Matoran. Although this Toa will help any Metru in need, they will prioritise their Metru of origin, outside of emergencies. **+3 to a Skill of the Toa's choice, but only when they are operating in their home Metru.**

Wanderer- This Toa has decided to roam around Metru Nui, not dedicating themselves to the aid of any Metru in particular, learning instead how to best help as many in need as possible. **Gain an additional 20 Attribute points.**

**Vortixx-** Hailing from the Island of Xia, the Vortixx are a race of tall, slim, black armored beings, with equally black hearts. Vortixx are arms dealers and weapon crafters of supreme skill, and live in a matriarchal, highly independent and ruthless society, where the weak are left to die and the strong thrive.

Mountain Survivor- This Vortixx has completed the right of passage known amongst her (or more rarely, his) people, as climbing The Mountain. The Mountain is a massive, pitch black and craggy entity that dominates the island of Xia. All young Vortixx, upon reaching a certain age, are required to embark upon a trial to successfully climb the mountain. Embarking in pairs, it is expected and encouraged for one participant to sacrifice the other in order to successfully climb the Mountain. Easier said than done, as the Mountain is sentient, and actively attempts to consume or destroy any that dare attempt the climb. **+2 to Climbing, +1 to Intimidation**

**Experienced Trader-** This Vortixx has spent much time away from their homeland, and has instead traveled the world's oceans in pursuit of wealth and success as a weapons dealer. Their travels have given them skills at manipulation and convincing others to accept their wares. **+2 Persuasion, +1 Deception**

**Skakdi-** From the war torn island of Zakaz, the Skakdi are one of the most violent and unstable races in the universe. Taller than a Toa and built wide and strong, the Skakdi are easy to recognize by the long spines that cover their entire bodies, and the permanent, ghoulish grins or frowns that adorn their faces. Skakdi are vicious, brutal, and come from an island where a few stones stuck together is considered a strong fortification.

Warlord's Lackey- This Skakdi has served as a soldier under one of the dozens of warlords that lay claim to their home island of Zakaz. Experienced in combat and the use of brute force to get their way, this Skakdi is a dangerous enforcer. **+2 to Tactics, +1 to either Dodge or Intimidation**

Mad Scientist- All Skakdi are insane in some way or another, and this Skakdi is no exception. In an effort to create deadly weapons or other ways of conquering his or her enemies, this Skakdi has turned to the innate skill at destruction their species possesses in order to create more deadly tools. **+2 to Alchemy, +1 to Forging or Explosives**