

Standard Fantasy Background Packages

A background package is just a group of suggested Assets for a character. Even if a character is imagined to have a background in question, the player doesn't have to take the package, these are just shortcuts to creating more rounded out characters if the player decides they're useful (the package has no mechanical impact itself, and doesn't have to be noted, although if the player has a written background for the character, it would make sense to note it there).

Also note that characters are individuals and may have just some of the Assets in the package. And they may add EOCs that they figure were obtained from the background as well, that are simply ones that are unique to the character, etc. The player should consider renaming the EOCs picked up from background packages if they feel they have something more suitable to the character, and should definitely define relationships more specifically in terms of the name of the NPC or group with whom they have the relationship, as well as the nature of the relationship.

These packages are suitable for standard fantasy settings, and absolutely do not preclude the many other backgrounds a character might have.

Form Background

Form packages detail the sorts of stats and distinctions that a character with a particular form may have. Not all characters need a form package, if your character doesn't happen to have any extraordinary abilities, just omit this. Note that lots of humans will have a form package despite humans being sort of the "typical" character, as many fun fantasy human characters have some special nature to their birth.

Stoneborn Dwarf

Stat Focus: Strength, Wisdom

Distinctions:

Stone Sense (feel vibrations & stability)

Stout Resilience

Darkvision

Ember-Fey

Stat Focus: Agility, Charisma

Distinctions: Fey Resistance (charm & illusion)

Warm Aura

Spark-Touched Skin (heat tolerance)

Greenshadow Elf

Stat Focus: Agility, Wisdom

Distinctions:
Keen Senses
Forest Camouflage
Sense of Direction

Hill Ogrekin

Stat Focus: Strength, Endurance
Distinctions:
Massive Build
Pain Tolerance
Intimidating Presence

Halfling Hearthfolk

Stat Focus: Agility, Empathy
Distinctions:
Sure-Footed
Comforting Demeanor
Quiet Step

Moon-Touched Human

Stat Focus: Wisdom, Empathy
Distinctions:
Dream Sensitivity
Emotional Insight
Lunar Fortitude (mild resistance to fear/illusion)

Ironblood Orc

Stat Focus: Strength, Endurance
Distinctions:
Battle Instincts
Iron Constitution
Brutal Momentum

Riverborn Merrow

Stat Focus: Agility, Empathy
Distinctions:
Amphibious
Water Sense (currents & depth intuition)

Fluid Grace

Skyfolk Bird-kin

Stat Focus: Agility, Intelligence

Distinctions:

Natural Glide

Sharp Eyesight

Height Intuition (instinct for altitude/wind shifts)

Sandstrider Nomad

Stat Focus: Wisdom, Agility

Distinctions:

Heat Endurance

Mirage Sensitivity

Desert Navigation

Fireroot Gnome

Stat Focus: Intelligence, Empathy

Distinctions:

Tinker's Instinct

Aura Sight (detect emotional intensity)

Quick Hands

Frostborn Giantkin

Stat Focus: Strength, Wisdom

Distinctions:

Cold Immunity

Titanic Strength

Mountain-Bred Lung Capacity

Kitsune Shapeling

Stat Focus: Charisma, Intelligence

Distinctions:

Form Shift (minor/partial, pick animal)

Trickster's Guile

Glamour Instinct (subtle illusions)

Stone Sprite

Stat Focus: Wisdom, Intelligence

Distinctions:

Tremor Sense

Elemental Skin (minor toughness)

Natural Stillness (hard to detect when unmoving)

Dawn-Touched Heaven-kin

Stat Focus: Charisma, Empathy

Distinctions:

Radiant Aura

Celestial Resilience

Intuitive Healing

Beastborn Lupin

Stat Focus: Strength, Wisdom

Distinctions:

Keen Scent

Pack Awareness (read group tension instantly)

Pursuit Instinct

Marsh Naga

Stat Focus: Wisdom, Agility

Distinctions:

Venomous Bite

Serpentine Poise

Temperature Sense (detect warm-blooded creatures)

Sylvan Dryad-Kin

Stat Focus: Empathy, Wisdom

Distinctions:

Plant Communion

Photosynthetic Vitality (minor healing in sunlight)

Woodland Calm

Clockwork Automaton

Stat Focus: Intelligence, Strength

Distinctions:

Mechanical Endurance (don't tire normally)

Precision Movement

Hardened Frame

Void-Touched Demon-kin

Stat Focus: Charisma, Intelligence

Distinctions:

Shadow Resilience

Infernal Presence

Dark Affinity (comfort / clarity in darkness)

Cultural Background

These packages are usually about the culture in which a character was raised, but occasionally some characters may have spent enough time in more than one culture to have at least some elements of the culture.

Dwarven Mountain Peasantry

Stat Focus: Strength

Lifepath: Dwarven Mountain Peasantry

Distinctions:

Hardworking

Clan-Bound

Skills:

Stoneworking Basics

Mushroom Farming

Tunnel Navigation

Gear:

Simple Miner's Pick

High-Elven Court Nobility

Stat Focus: Charisma

Lifepath: High-Elven Court Nobility

Distinctions:

Noble Bearing

Courtly Expectations

Skills:

Etiquette
History & Heraldry
Diplomatic Speech
Gear:
Modest Noble Stipend

Human Riverland Fisherfolk

Stat Focus: Agility
Lifepath: Human Riverland Fisherfolk
Distinctions:
River-Hardened
Cooperative Community
Skills:
Net Casting
Water Reading
Knotcraft
Gear:
Fishing Net

Orcish Steppe Raiders

Stat Focus: Strength
Lifepath: Orcish Steppe Raiders
Distinctions:
Nomadic Fierceness
Clan Honor
Skills:
Horse Riding
Raiding Tactics
Steppe Survival
Gear:
Steppe Bow

Halfling Orchard Clans

Stat Focus: Empathy
Lifepath: Halfling Orchard Clans
Distinctions:
Hospitable
Tight-Knit Families
Skills:
Fruit Cultivation
Food Preservation
Home Remedies

Gear:

Preserved Rations Pouch

Gnomish Tinker Guildsfolk

Stat Focus: Intelligence

Lifepath: Gnomish Tinker Guildsfolk

Distinctions:

Guild Loyalty

Craft Pride

Skills:

Tinkering Basics

Mechanical Insight

Scrap Salvage Techniques

Gear:

Tinker's Toolkit (basic)

Dragonfolk Desert Aristocracy

Stat Focus: Presence

Lifepath: Dragonborn Desert Aristocracy

Distinctions:

Noble Lineage

Ritual Prestige

Skills:

Court Rituals

Oasis Diplomacy

Heraldic Lore

Gear:

Ornamental Clan Sigil

Noble Stipend

Human Maritime Free-Captains

Stat Focus: Agility

Lifepath: Human Maritime Free-Captains

Distinctions:

Independent Spirit

Seafarer's Confidence

Skills:

Sailing

Ropework

Storm Reading

Gear:

Sailing Knife

Elven Deepwood Hunters

Stat Focus: Wisdom

Lifepath: Elven Deepwood Hunters

Distinctions:

Reserved Tradition

Guardian Duty

Skills:

Tracking

Bowcraft Basics

Forest Lore

Gear:

Woodlongbow

Dwarven Forge-Citadel Priestly Castes

Stat Focus: Wisdom

Lifepath: Dwarven Forge-Citadel Priestly Castes

Distinctions:

Spiritual Authority

Ritual Absolutes

Skills:

Sacred Metallurgy

Ceremonial Chanting

Ancestral Lore

Gear:

Holy Forge Symbol

Human Plains Peasantry

Stat Focus: Endurance

Lifepath: Human Plains Peasantry

Distinctions:

Humble

Community Obligation

Skills:

Grain Farming

Animal Care

Simple Tool Repair

Gear:

Hand Sickle

Demon-kin Urban Undercaste

Stat Focus: Intelligence
Lifepath: Tiefling Urban Undercaste
Distinctions:
Streetwise
Outsider's Resilience
Skills:
Urban Navigation
Scavenging
Coded Cant
Gear:
Hidden Stash of Minor Contraband

Human Highland Warrior-Clans

Stat Focus: Strength
Lifepath: Human Highland Warrior-Clans
Distinctions:
Proud Honor
Martial Obligation
Skills:
Spear Drills
Hill Survival
Clan War Songs
Gear:
Clan Tartan

Merrow Tidecall Villagers

Stat Focus: Empathy
Lifepath: Merrow Tidecall Villagers
Distinctions:
Communal Ritualism
Sea-Kin Unity
Skills:
Current Reading
Tide Prediction
Fish Harvesting
Gear:
Coral Talisman

Goblin Cliff-Swarm Settlements

Stat Focus: Agility
Lifepath: Goblin Cliff-Swarm Settlements
Distinctions:
Frenetic Cooperation
Survival Opportunism

Skills:

Climbing

Trap Recognition

Improvised Construction

Gear:

Scrap Toolkit

Elven Sunspire Scholars

Stat Focus: Intelligence

Lifepath: Elven Sunspire Scholars

Distinctions:

Scholarly Bearing

Ritual Decorum

Skills:

Reading & Scribing

Astronomy

Theoretical Magic Basics

Gear:

Immaculate Writing Set

Dwarven Under-Road Caravaneers

Stat Focus: Wisdom

Lifepath: Dwarven Under-Road Caravaneers

Distinctions:

Honest Trader

Road-Wise

Skills:

Bartering

Beast Handling

Tunnel Route Knowledge

Gear:

Caravan Ledger

Human River-Kingdom Aristocracy

Stat Focus: Charisma Lifepath: Human River-Kingdom Aristocracy

Distinctions:

Social Authority

Wealthy Upbringing

Skills:

Court Etiquette

Heraldry

Basic Swordsmanship

Gear:

River-Kingdom Noble Stipend (wealth)

Orcish Ashen-Waste Survivors

Stat Focus: Endurance

Lifepath: Orcish Ashen-Waste Survivors

Distinctions:

Scarred Determination

Scavenger's Pragmatism

Skills:

Fireland Survival

Heat Exposure Management

Salvage Recognition

Gear:

Filter Cloth Mask

Halfling Traveling Caravan Tribes

Stat Focus: Empathy

Lifepath: Halfling Traveling Caravan Tribes Distinctions:

Welcoming

Wanderlust

Skills:

Road Customs

Storytelling

Simple Campcraft

Gear:

Decorative Caravan Token

Educational Backgrounds

Not everybody leaps right into an occupation, some characters will have had a period of training in their past, which is what educational backgrounds cover.

Arcane Academy Training

Stat Focus: Intelligence

Lifepath: Arcane Academy Training

Skills:

Spell Theory

Glyph Reading

Ritual Procedure

Distinctions:

Relationship with Teacher

Curious Mind

Gear:

Apprentice's Spellbook

Ink & Quill Set

Knightly Squirehood

Stat Focus: Strength

Lifepath: Knightly Squirehood

Skills:

Weapon Drills

Mounted Riding

Armor Maintenance

Distinctions:

Martial Discipline

Relationship with Knight

Gear:

Practice Sword

Gambeson

Monastic Training

Stat Focus: Intelligence

Lifepath: Monastic Training

Skills:

Mindfulness Techniques

Ascetic Lore

Staff Forms

Distinctions:

Serene Bearing

Relationship to Instructor

Gear:

Simple Robes

Wooden Beads

Ranger's Lodge Apprenticeship

Stat Focus: Agility

Lifepath: Ranger's Lodge Apprenticeship

Skills:

Tracking

Foraging

Bow Handling

Distinctions:

Member of Lodge

Forest-Familiar
Gear:
Lodge Bow
Traveler's Cloak

Dwarven Smithery Apprenticeship

Stat Focus: Strength
Lifepath: Dwarven Smithery Apprenticeship
Skills:
Metalworking
Tool Use
Forge Maintenance
Distinctions:
Relationship to Forgemaster
Heat-Hardened
Gear:
Blacksmith's Hammer
Leather Apron

Thieves' Guild Tutelage

Stat Focus: Agility Lifepath: Thieves' Guild Tutelage
Skills:
Lockpicking
Stealth Movement
Street Cant
Distinctions:
Quiet Footed
Relationship to Tutor
Gear:
Lockpick Set

Bardic Conservatory Training

Stat Focus: Charisma
Lifepath: Bardic Conservatory Training
Skills:
Performance with (pick instrument or singing)
Oratory
Music Theory
Distinctions:
Confident Speaker
Relationship to Trainer
Gear:
Musical Instrument
Decorative Sashes

Herbalist's Apprenticeship

Stat Focus: Intelligence

Lifepath: Herbalist's Apprenticeship

Skills:

Plant Identification

Salve Crafting

Poison Recognition

Distinctions:

Gentle Hands

Relationship to Herbalist

Gear:

Herb Satchel

Mortar & Pestle

Court Etiquette Coaching

Stat Focus: Charisma

Lifepath: Court Etiquette Coaching

Skills:

Noble Manners

Diplomacy

Heraldic Knowledge

Distinctions:

Polished Bearing

Relationship with Court

Gear:

Fine Court Garb

Battle-Mage Regiment Training

Stat Focus: Intelligence

Lifepath: Battle-Mage Regiment Training

Skills:

Combat Casting

Tactical Awareness

Sigil Gestures

Distinctions:

Relationship to Cadre Trainer

Combat Focus

Gear:

Spellband Bracers

Merchant Guild Apprentice

Stat Focus: Charisma

Lifepath: Merchant Guild Apprentice

Skills:

Appraisal

Ledger Management

Negotiation

Distinctions:

Profit-Oriented Mindset

Member of Guild

Gear:

Ledger Book

Merchant's Seal

Temple Acolyte Instruction

Stat Focus: Intelligence

Lifepath: Temple Acolyte Instruction

Skills:

Scripture Recitation

Ritual Cleanliness

Basic Healing Practices

Distinctions:

Devout Demeanor

Member of Temple

Gear:

Holy Symbol

Ritual Cloth

Duelist Academy Training

Stat Focus: Agility

Lifepath: Duelist Academy Training

Skills:

Light Blade Techniques

Footwork

Riposte Timing

Distinctions:

Elegant Form

Relationship to Trainer

Gear:

Fencing Rapier

Artificer Workshop Apprenticeship

Stat Focus: Intelligence

Lifepath: Artificer Workshop Apprenticeship

Skills:

Item Tinkering

Material Lore

Precision Assembly

Distinctions:

Relationship to Master

Obsessive Detailer

Gear:

Tool Satchel

Hunter's Lodge Greenhorn

Stat Focus: Wisdom

Lifepath: Hunter's Lodge Greenhorn

Skills:

Bow or Spear Use

Animal Behavior

Camouflage

Distinctions:

Relationship to Mentor

Keen Eyes

Gear:

Hunter's Knife

Seafarer's Nautical Training

Stat Focus: Agility

Lifepath: Seafarer's Nautical Training

Skills:

Knotwork

Ship Handling

Storm Reading

Distinctions:

Sea Legs

Relationship to Trainer

Gear:

Mariner's Rope

Diplomat's Apprenticeship

Stat Focus: Charisma

Lifepath: Diplomat's Apprenticeship

Skills:

Debate
Cultural Fluency
Document Drafting
Distinctions:
Silver Tongue
Relationship to Diplomat
Gear:
Diplomatic Papers

Gladiator Training Pits

Stat Focus: Strength
Lifepath: Gladiator Training Pits
Skills:
Arena Combat
Improvised Weapons
Pain Endurance Techniques
Distinctions:
Relationship with Training Master
Battle-Hardened
Gear:
Arena Bracers

Archivist's Scriptorium Schooling

Stat Focus: Intelligence
Lifepath: Archivist's Scriptorium Schooling
Skills:
Scribing
Language Knowledge
Cataloging
Distinctions:
Methodical
Relationship to Teacher
Gear:
Fine Quill
Vial of Ink

Shadow-Monk Cloister Training

Stat Focus: Agility
Lifepath: Shadow-Monk Cloister Training
Skills:
Silent Movement
Pressure-Point Strikes
Breath Control
Distinctions:

Relationship to Trainer

Unsettling Calm

Gear:

Shadow Hood

Occupational Packages

These packages answer the question “how did the character survive, either on their own, or, more likely, as part of a society?” Professions, jobs, or other such situations.

Caravan Guard

Stat Focus: Agility, Constitution

Lifepath: Caravan Guard

Skills:

Spear or Crossbow Use

Roadcraft

Threat Assessment

Distinctions:

Weathered Wanderer

Trusted by a veteran guard

Gear:

Sturdy Spear

Road-Worn Armor

Travel Pack

Innkeeper's Assistant

Stat Focus: Charisma, Intelligence

Lifepath: Innkeeper's Assistant

Skills:

Hospitality

Basic Cookery

Tavern Awareness

Distinctions:

Good Listener

Close with Innkeeper

Gear:

Serving Tray

Apron

Room Keys

City Watch Constable

Stat Focus: Strength

Lifepath: City Watch Constable

Skills:

Patrol Procedures

Crowd Control

Law Knowledge

Distinctions:

Stoic Guardian

Worked for a Sergeant

Gear:

Watch Baton

Chain Shirt

Badge of Office

Journeyman Apothecary

Stat Focus: Intelligence

Lifepath: Journeyman Apothecary

Skills:

Herbal Preparation

Poison Recognition

Remedy Mixing

Distinctions:

Gentle Hands

Reports to a master

Gear:

Herb Satchel

Mortar & Pestle

Healing Draft Vials

Ship Deckhand

Stat Focus: Agility, Strength

Lifepath: Ship Deckhand

Skills:

Ropework

Sail Handling

Storm Readiness

Distinctions:

Sea Legs

Friendship with Bosun

Gear:

Mariner's Knife

Coil of Rope

Water-Resistant Coat

Journeyman Blacksmith

Stat Focus: Strength, Endurance

Lifepath: Journeyman Blacksmith

Skills:

Metalworking

Tool Use

Forge Safety

Distinctions:

Heat-Hardened

Rivalry with another smith

Gear:

Smithing Hammer

Heavy Gloves

Leather Apron

Hunter for Hire

Stat Focus: Agility

Lifepath: Hunter for Hire

Skills:

Tracking

Trapping

Archery

Distinctions:

Lone Wanderer

Occasional partner with a Trapper

Gear:

Hunting Bow

Skinning Knife

Snare Kit

Court Scribe

Stat Focus: Intelligence, Charisma

Lifepath: Court Scribe

Skills:

Scribing

Language Fluency

Archival Knowledge

Distinctions:

Attentive Recorder

Trusted by an Archivist

Gear:

Ink Set

Fine Quill

Scroll Case

Town Farmer

Stat Focus: Constitution

Lifepath: Town Farmer

Skills:

Crop Care

Animal Tending

Simple Toolcraft

Distinctions:

Early Riser

Lifelong neighbor of a fellow farmer

Gear:

Hoe

Watering Bucket

Work Gloves

Traveling Performer

Stat Focus: Charisma, Agility

Lifepath: Traveling Performer

Skills:

Performance

Costume Maintenance

Street Work

Distinctions:

Showmanship Flair

Part of a troupe

Gear:

Performance Outfit

Small Instrument

Troupe Tokens

Mercenary Soldier

Stat Focus: Strength, Agility

Lifepath: Mercenary Soldier

Skills:

Weapon Drills

Formation Fighting

Survival on Campaign

Distinctions:

Hardened Fighter

Loyal to a unit commander

Gear:

Longsword or Spear

Light Armor
Bedroll

Village Priest

Stat Focus: Intelligence, Charisma
Lifepath: Village Priest
Skills:
Sermon Craft
Counseling
Sacred Rituals
Distinctions:
Compassionate
Supported by a fellow cleric
Gear:
Holy Symbol
Ritual Robes
Prayer Book

Gravedigger

Stat Focus: Constitution
Lifepath: Gravedigger
Skills:
Earth Handling
Burial Rites
Night Vigilance
Distinctions:
Unflinching
Acquainted with an Undertaker
Gear:
Shovel
Lantern
Graveyard Keys

Street Urchin Survivor

Stat Focus: Agility, Intelligence
Lifepath: Street Urchin Survivor
Skills:
Scavenging
Street Navigation
Evasion
Distinctions:
Sharp-Eyed Opportunist

Lifelong bond with another orphan

Gear:

Concealed Pouch

Worn Cloak

Barkeep

Stat Focus: Charisma, Endurance

Lifepath: Barkeep

Skills:

Drink Mixing

Crowd Reading

Conflict Diffusion

Distinctions:

Knows Everyone's Story

Coworker with Serving Maid

Gear:

Tankard Set Polished Bar Rag\\

Miner

Stat Focus: Strength, Endurance

Lifepath: Miner

Skills:

Ore Identification

Tunnel Safety

Pick Use

Distinctions:

Stubborn Grit

Partnered with a Foreman

Gear:

Mining Pick

Helmet with Candle

Reinforced Boots

Chandler (Candle Maker)

Stat Focus: Intelligence, Agility

Lifepath: Chandler

Skills:

Wax Crafting

Scent Balancing

Mold Use

Distinctions:

Steady Hands

Friendship with Beekeeper

Gear:

Wax Pot
Candle Molds

Bookseller

Stat Focus: Intelligence, Charisma

Lifepath: Bookseller

Skills:

Book Appraisal

Customer Rapport

Literary Knowledge

Distinctions:

Well-Read

Friendly ties to a scholar

Gear:

Ledger Book

Parcel Twine

Stablehand

Stat Focus: Constitution

Lifepath: Stablehand

Skills: Animal Care Tack Maintenance Grooming Distinctions: Gentle Touch Trusted by stable-master

Gear: Grooming Brushes Feed Pouch

Fletcher (Arrow Maker)

Stat Focus: Intelligence, Agility

Lifepath: Fletcher

Skills:

Arrow Crafting

Archery

Wood Selection

Distinctions:

Patient Artisan

Works closely with Bowyer

Gear:

Feather Kit

Small Knife

Wood Strips

Project Backgrounds

Sometimes a character will have spent a lot of time on one particularly long and possibly arduous project, something from which they learned a lot, perhaps in their spare time, or at other times part of an occupation or the like.

Restoring a Ruined Homestead

Stat Focus: Constitution

Lifepath: Homestead Restoration

Skills:

Masonry

Repair Work

Land Management

Distinctions:

Persistent

Attachment to "The Old Place"

Gear:

Reinforced Work Tools

A small, deeded homestead

Writing a Great Chronicle

Stat Focus: Intelligence

Lifepath: Chronicle Composition

Skills:

Research

Scribing

Historical Inquiry

Distinctions:

Meticulous

Deep Knowledge of a Specific Era

Gear:

Completed Chronicle Manuscript

Fine Writing Set

Founding a Small Merchant Business

Stat Focus: Charisma

Lifepath: Merchant Venture

Skills:

Negotiation

Appraisal

Basic Accounting

Distinctions:

Entrepreneurial

Merchant Contacts

Gear:

Ledger Book

Modest Trade Inventory

Breeding a New Line of Animals

Stat Focus: Constitution

Lifepath: Animal Breeding Project

Skills:

Animal Husbandry

Observation

Animal Assessment

Distinctions:

Patient Caregiver

Trust from the Herd

Gear:

A Well-Trained Animal

Breeding Records

Constructing a Personal Workshop

Stat Focus: Strength

Lifepath: Workshop Construction

Skills:

Carpentry

Basic Engineering

Tool Use

Distinctions:

Hands-On Problem Solver

Pride of Craft

Gear:

Fully Stocked Workshop

Master Tools

Mapping an Uncharted Region

Stat Focus: Intelligence

Lifepath: Cartographic Expedition

Skills:

Surveying

Terrain Assessment

Navigation

Distinctions:

Observant

Worldly Traveler

Gear:

Detailed Map Set

Compass & Measuring Rod

Composing a Musical Anthology

Stat Focus: Charisma

Lifepath: Songwriting Season

Skills:

Musical Composition

Performance

Artistic Expression

Distinctions:

Inspired

Emotionally Resonant

Gear:

Collection of Original Songs

Fine Instrument

Building a Community Garden

Stat Focus: Constitution

Lifepath: Community Garden Stewardship

Skills:

Horticulture

Soil Management

Irrigation Planning

Distinctions:

Community-Minded

Gentle Patience

Gear:

Farming Tools

A Seed Bank

Studying an Ancient Artifact

Stat Focus: Intelligence

Lifepath: Artifact Examination

Skills:

Lore Analysis

Object Handling

Deductive Reasoning

Distinctions:

Curious

Occult Sensitivity (mild)

Gear:

The (Now Understood) Artifact

Research Notes

Leading a Long Pilgrimage

Stat Focus: Constitution

Lifepath: Pilgrimage Leadership

Skills:

Route Planning

Knowledge of the Route

Spiritual Insight

Distinctions:

Resilient

Trusted by Pilgrims

Gear:

Pilgrim's Staff

Blessing Tokens

Creating a Masterwork Sculpture

Stat Focus: Strength

Lifepath: Masterwork Sculpture

Skills:

Stone Shaping

Detail Carving

Artistic Evaluation

Distinctions:

Visionary

Perfectionist

Gear:

The Masterwork Sculpture

Artisan Chisels

Operating a Traveling Theater Troupe

Stat Focus: Charisma

Lifepath: Traveling Troupe Leadership

Skills:

Stagecraft

Budgeting

Performance Direction

Distinctions:

Dramatic Flare

Network of Entertainers

Gear:

Portable Stage Props

Troupe Ledger

Restoring a Forgotten Temple

Stat Focus: Constitution

Lifepath: Temple Restoration

Skills:

Cleaning & Preservation

Ritual Setup

Architectural Repair

Distinctions:

Reverent

Spiritually Touched

Gear:

Restored Holy Symbol

Ritual Implements

Forging a Custom Weapon

Stat Focus: Strength

Lifepath: Weapon Craft Project

Skills:

Forging

Balance Tuning

Material Selection

Distinctions:

Engineering Mindset

Pride in Craft

Gear:

The Custom Weapon

Forge Tools

Running a Charity Effort

Stat Focus: Charisma

Lifepath: Charity Organizer

Skills:

Organization

Community Outreach

Resource Allocation

Distinctions:

Compassionate

Community Contacts

Gear:

Donation Records

Conducting a Magical Experiment

Stat Focus: Intelligence
Lifepath: Magical Experimentation
Skills:
Arcane Analysis
Controlled Testing
Error Correction
Distinctions:
Relationship to Assistant
Slightly Warped by Magic
Gear:
Experimental Notes
Minor Arcane Debris

Training a Wild Beast

Stat Focus: Strength
Lifepath: Beast Taming Project
Skills:
Animal Handling
Conditioning
Safety Awareness
Distinctions:
Fearless
Intuitive Rapport with Animals
Gear:
Trained Beast
Handling Gear

Researching a Genealogy or Lineage

Stat Focus: Intelligence
Lifepath: Ancestral Research
Skills:
Record Searching
Heraldry
Documentation
Distinctions:
Pedantic
Keeper of Family Secrets
Gear:
Bound Genealogical Dossier
Seals & Records

Surviving a Year Alone in the Wilds

Stat Focus: Constitution
Lifepath: Wilderness Solitude
Skills:
Shelter Building
Fire-Making
Foraging
Distinctions:
Lone Wolf
Survivor's Resolve
Gear:
Handmade Tools
Rugged Cloak

Creating a Book of Local Legends

Stat Focus: Charisma
Lifepath: Local Legends Compilation
Skills:
Story Gathering
Oral Tradition
Editing & Scribing
Distinctions:
Friendly Interviewer
Knows Regional Myths Well
Gear:
Book of Legends
Storyteller's Satchel

Life Event Backgrounds

Often interesting characters will have had some sort of event that changed their lives in a significant way in a very short amount of time. Note that these are not usually transitions into a culture, occupation, or project, those events should be embodied in those backgrounds themselves; Life Events are things that happen on top of, and not directly related to, those other backgrounds.

Survived a Devastating Fire

Possible Stat Focus: Constitution
Skills:
Basic Fire Avoidance Instinct
Distinctions:
Scarred Survivor
Heightened Startle Response
Gear:
Charred Keepsake

Witnessed a Miracle

Distinctions:

Awe-Struck

Unshakeable Faith

Gear:

Token of the Miracle

Lost a Loved One

Distinctions:

Grief-Hardened

Emotional Depth

Gear:

The Loved One's Memento

Inherited an Heirloom Weapon

Distinctions:

Keeper of Tradition

Family Obligation

Gear:

Heirloom Weapon

Escaped Imprisonment

Possible Stat Focus: Agility

Skills:

Evasion Basics

Distinctions:

Resourceful Under Pressure

Distrust of Authorities

Gear:

Stolen Lockpick or Makeshift Tool

Survived a Near-Death Illness

Possible Stat Focus: Constitution

Distinctions:

Hard-Won Vitality

Newfound Appreciation for Life

Gear:

Healing Charm or Talisman

Professed a Vow

Distinctions:

Oathbound

Self-Restrained

Gear:

Symbol of the Vow (ring, cord, pendant)

Romantic Entanglement

Distinctions:

Heart-Touched

Complicated Past

Relationship with Subject of the Romance

Gear:

Love Token (ribbon, letter, charm)

Caught in a Magical Mishap

Skills:

Arcane Recognition (very basic)

Distinctions:

Touched by Wild Magic

Occasional Flicker of Oddness

Gear:

Strange Residual Trinket

Saved Another Person's Life

Distinctions:

Heroic Impulse

Owed a Life Debt (from the rescued)

Gear:

Gratitude Gift

Accidentally Killed Someone

Distinctions:

Haunted

Hyper-Cautious

Gear:

Object Associated with the Incident

Struck a Bargain with a Fey

Distinctions:

Fey-Touched

Uncertain Fate

Gear:

Fey Gift (small, subtle, potent)

Received a Sudden Windfall

Distinctions:

Sudden Prosperity

Distrust of Opportunists

Gear:

Purse of Coins or Valuable Item

Attacked by Bandits

Skills:

Basic Defensive Instinct

Distinctions:

Alert Traveler

Wariness of Strangers

Gear:

Stolen Bandit Knife or Trophy

Participated in a Secret Rite

Skills:

Ritual Gesture (minor)

Distinctions:

Initiated

Holds Forbidden Knowledge

Gear:

Ritual Token

Was Publicly Humiliated

Distinctions:

Thick-Skinned

Reluctant to Trust Crowds

Gear:

Remnant of the Event (broken mask, shredded garb, etc.)

Discovered a Hidden Truth

Skills:

Pattern Recognition

Distinctions:

Quietly Enlightened

Cannot Ignore Injustice or Lies

Gear:

Secret Correspondence or Document

Had a Vision or Prophetic Dream

Skills:

Dream Interpretation (basic)

Distinctions:

Vision-Marked

Fate Sensitive

Gear:

Dream Symbol (illustration, charm, rune-drawing)

Witnessed a Great Beast

Distinctions:

Awe of Nature

Steeled Nerves

Gear:

Trophy Feather, Scale, or Claw

Survived a Natural Disaster

Possible Stat Focus: Constitution

Skills: (none)

Distinctions:

Tenacious Survivor

Hyper-Aware of Environmental Danger

Gear:

Salvaged Tool or Keepsake

Transformed by Magic

Possible Stat Focus: Constitution

Skills: (none)

Distinctions:

Altered Physiology

Unpredictable Aura

Gear:

Fragment of the Transforming Spell (scroll piece, rune shard, vial of essence)

Marked by a Cult

Distinctions:

Branded or Mystically Touched

Feared or Watched by the Cult

Gear:

Cult Token (amulet, marking tool, scrap of scripture)

Fought in a Battle

Possible Stat Focus: Strength

Skills:

Basic Battlefield Awareness

Distinctions:

Hardened by Violence

Survivor's Resolve

Gear:

Broken Weapon or Battlefield Trophy

Stumbled Upon an Artifact

Distinctions:

Artifact Awareness

Irresistible Curiosity

Gear:

The Artifact (mysterious, dormant, or minorly active)

Met Someone Famous

Distinctions:

Inspired or Disillusioned

Knows a Notable Secret or Insight

Relationship with Famous Person

Gear:

Signed Token, Inscribed Object, or Small Gift

Promoted to Higher Noble Rank

Distinctions:

Elevated Status

New Responsibilities

Gear:

Insignia of Rank

Saved from Death by a Stranger

Distinctions:

Grateful Heart

Drives to Repay the Debt

Gear:

Token from the Rescuer

Betrayed by a Trusted Friend

Distinctions:

Wounded Trust

Carefully Guarded Heart

Relationship to Friend

Gear:

The Last Gift or Letter from the Betrayer

Received a Prophetic Warning

Distinctions:

Fate-Conscious

Hypervigilant

Gear:

The Oracle's Token or Transcript

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