

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 "Old Thom," 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 "Darn the 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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