

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 HEARTHFOK

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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