

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-Harden

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 Inkeeper

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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