

# 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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