

*Background & Details
Kit*



Ennead Games

Credits & Legal

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Produced by

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Introduction

Every character in the world has some kind of background. Even the lowliest of NPC's have some kind of history to them, although for the most part you will never find out they are descended from the last king of the 5th T'ping dynasty (on their grandmothers side) or that they survived the infamous Guld Dare Massacre of '87.

For the most part this background & details are decoration, but, they can provide insight as to why a character is acting the way they are

These can apply to PC's as well as those they encounter.

Note: This Background & Details Kit is aimed as players and NPC's from a fantasy setting. Volume 2 will deal with Sci-Fi/Futuristic settings.

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Background Details

Family

Rather than duplicating unnecessary charts, the one below can be applied to parents, grandparents, great grandparents etc., but as you move up the family tree the chance of the parent being dead doubles.

Parents

1d4	Parents status
1	Both Parents alive
2	Both Parents dead
3	Mother dead
4	Father dead

Parents Marital Status

D6	Parents relationship
1	Still together
2	Separated, both single
3	Separated, mother remarried
4	Separated, father remarried
5	Separated, both remarried
6	Separated, in a relationship

Birth Order & Siblings

D12	Birth Order
1	No siblings
2	1 sibling (older)
3	1 sibling (younger)
4	2 (2 older)
5	2 (1 older, 1 younger)
6	2 (2 younger)
7	3 (3 older)
8	3 (2 older, 1 younger)
9	3 (1 older, 2 younger)
10	3 (3 younger)
11	Part of a twin birth
12	Part of a multiple birth (1d4+2)

Some races may have more children but these are rare and should not occur often. For each sibling there is a 50/50 chance of the child being male or female.

Spouse & Children

Spouse

1	No spouse
2	Widowed
3	Separated
4	In a relationship
5	Married
6	Other

Other covers multiple person relationship, affairs plus anything else you wish.

Children

1	No children
2	1 child
3	2 children
4	1d4 children

It is assumed that these children are still alive and reasonably healthy.

Family Status

The status of a NPC's family is not always the same as their own. They may have climbed their way out the gutter, or may have fallen from a noble background.

D20	
1	Academic
2	Adventurer
3	Arcane
4	Artisan
5	Artist/Musician
6	Clergy
7	Clerical
8	Criminal
9	Merchant/Banker
10	Military
11	Profession/Crafts/Guild
12	Refugee/Exile
13	Servant
14	Slave
15	Upper Class – Diplomat
16	Upper Class – Minor Noble
17	Upper Class – Nobility
18	Upper Class – Politician
19	Upper Class – Wealthy
20	Other

Other Family

This section covers other possible family.

Roll on this chart 1d6 times if so desired. The character may not be in contact with them, but the character is at least vaguely aware they exist.

Of course, so called "lost" or missing family members may exist or turn up later, normally at the worst possible moment.

D8	Other Family
1	Aunt/Uncles
2	Blood Sibling
3	Cousins
4	Half-siblings
5	Guardians/Ward
6	In-Laws
7	Nephew/Niece
8	Step Siblings

Aunts & Uncles

Brothers and sisters of one or both of your parents.

Blood-Brother/Sister

Although originally used by males who have sworn loyalty to each other (often in combat sealed with the drawing and mixing of their blood, hence the term), the term is useable for females as well.

These people are those you regard as family even though there is no traditional blood-relation.

Other terms that may cover this are:

- Brother from another mother
- Kindred
- Pact-mate

Cousins

There are several types of cousins.

- First cousins are the children of two siblings.

- Second Cousins are the children of two first cousins.
- Third cousins the children of two second cousins.

Children of your first cousins, second etc. are "removed". E.g. the child of your second cousin would be "second cousin once removed." The child of that person would be "second cousin twice removed" etc.

As this can get quite complicated, only really worth doing for major characters

Half Siblings

Like normal siblings except you only share one parent (mother or father 50% chance of each)

Guardians/Ward

In some regions and regions this is called god-parent". If your parents were killed or unable to look after you, it was their role to see to your well-being. Normally not a family member, but a trusted close friend of the family. A Ward is the term for the person being looked after.

In-laws

If your character is, or was, married, then their family is now your family "...In law."

Nephews & Nieces

Children of your brothers and sisters.

Step Siblings

If you parents have child from previous marriages, they are considered your step-siblings.

Personal Details

It is assumed you have at least some basic idea what sex, race (and to a lesser degree class) your character or npc actually is.

There would be too many options to list all for possible races, so what is presented here is in general terms for that race and class. For instance the tallest dwarf will never be the same height as the average elf.

If you get a result that doesn't make sense like a green skin for your human, then either ignore, or try to find a logical reason. The second option normally makes for more interesting characters.

Clothing Style

D20	Style
1	Adventuring
2	Business/Smart
3	Casual
4	Fancy/Formal
5	Fashionable
6	Foreign
7	Labour – Clean
8	Labour – Dirty
9	Leather
10	Loose
11	Military/armoured (fake)
12	Military/armoured (real)
13	Modern(for the period)
14	Plain
15	Profession/Class related
16	Ragged
17	Tight
18	Too big
19	Too small/revealing
20	Work Clothes

The nature of the actual clothes that may be worn is too complex to list here, but the categories should at least give you a basic image to work from.

Basic items like shoes and other items suitable for the style/class are assumed to be included.

Clothing – Accessories

Each outfit has basic accessories, such as shoes, or a tie for smart looking males etc. The ones listed below are some suggestions

D20	Accessories
1	Belt
2	Belt bags
3	Cape/cloak
4	Clothing Clip/Tie
5	Glasses/Monocle
6	Gloves
7	Hat – Fancy
8	Hat – Simple
9	Jewellery
10	Medal/symbol
11	Scarf
12	Shoes – Fancy
13	Shoes – Simple
14	Small Luggage/Bag
15	Smoking item/pipe
16	Trophy/body part
17	Umbrella
18	Walking stick
19	Watch/Pocket Watch
20	Other Item

Most of the categories should be self-evident, but a few have some further information

- Belt bags are also pouches, scroll cases etc.
- Capes and cloak re either functional or fancy
- Glasses/monocles can sometimes be decorative and not functional
- Gloves are not the same as gauntlets, which are classified as armour.
- Jewellery covers rings, necklaces, earrings etc.
- Trophies include medals, body parts from fallen enemies. May not always be on display
- Other items may include tattoos or anything else not mentioned here

Demeanour/Behaviour

A characters demeanour or behaviour is not the same as their personality. An aggressive person might be helpful, where as a sad person may be quite evil. It is the way a person behaves towards others

D20	Demeanour
1	Aggressive
2	Aloof
3	Cheerful
4	Cocky
5	Common
6	Condescending
7	Easy Going
8	Emotive
9	Friendly
10	Humble
11	Kind
12	Loud
13	Proud
14	Quiet
15	Reserved
16	Sad
17	Sarcastic
18	Serious
19	Tired
20	Well-bred

Education

D10	Education Level
1	No Schooling/Life experience
2	Home Schooled
3	Self-Taught
4	On the job
5	Classroom
6	Apprenticeship
7	Private Tutor
8	Mentor
9	College
10	University

This chart determines what the highest level of education a character has had.

Eyes & Sight

Eyes

D100	Colour
01 - 10	Black
11 - 20	Blue
21 - 30	Brown
31 - 40	Copper/Bronze
41 - 50	Grey
51 - 60	Hazel
61 - 70	Jade
71 - 80	Sky Blue
81 - 90	Yellow/Topaz
91 - 95	Violet
96 - 97	Red/Albino
98 - 99	Heterochromia iridium(*)
00	Heterochromia iridis(**)

(*) Heterochromia iridium is two different colours in the same person. Roll twice again, ignoring results 98+.

(**) Heterochromia iridis is two or more colours within the same eye. Roll twice again, ignoring results 98+.

Sight & Hearing

D20	Sight Condition
01 - 15	Both eyes fine
16	Blind in one eye (50/50)
17	Blind in both eyes
18	Short sighted
19	Long sighted
20	Eye(s) missing

For races with enhanced vision, you can substitute a lack of that special vision for short/long sightedness.

For those with bad/reduced sight there is a 75% chance of them having some kind of item like glasses or monocle etc. to help with this

The chart above can also be used for hearing, just substitute ear for eyes etc.

Hair - Colour

This assumes the character has hair (or even fur). If the character is bald this hair colour could be their eyebrows, or for males moustache or facial hair.

D20	Hair colour
1	Auburn
2	Auburn – Dark
3	Black
4	Black & Grey
5	Blonde – Golden
6	Blonde – Platinum
7	Blonde - Strawberry
8	Brown – Ash Brown
9	Brown – Dark
10	Brown – Light
11	Brown/Black Mix
12	Coloured/Dyed - Blue
13	Coloured/Dyed – Green
14	Grey
15	Red - Cinnamon
16	Red – Copper
17	Red – Fire Red
18	Red - Orange
19	White
20	Other/Mix

For the most part, it should be obvious what the colours mean.

There is always the chance (10% of the time) that the person has changed their hair colour for various reasons. If this is true for the character you are rolling for, roll again on the chart.

The question remains though; why did they colour their hair?

- They may not like their original colour
- Regularly change the colour
- Trying to be in disguise
- An accident coloured their hair this way

Hair - Style

Some hair styles are more suitable for certain sexes and races, but doesn't mean other can't use them.

Also, some styles are more used by females rather than males. As with all these charts, use your discretion, although not many people would insult a psychotic dwarf about his afro...

For images of what some of these style look like (and some more styles), look [here](#)

D20	Hair Style
1	Afro
2	Bald (for many reasons)
3	Bangs/Fringe
4	Bob
5	Bouffant
6	Bowl
7	Braid/Plaits
8	Bun
9	Buzz Cut/very short
10	Comb Over
11	Flattop
12	Messy
13	Mullet
14	Pompadour
15	Ponytail
16	Side Parting
17	Spiked/Mohawk/etc.
18	Straight
19	Wavy
20	Other

Other hair types & styles may include:

- The hair is a wig
- A unique style not seen on anyone else
- It's not hair, but something that looks like hair

Hair - Facial

Obviously only suitable for races and sexes capable, unless the female is in disguise or belongs to a race that has females capable of growing notable facial hair. Some females do of course have some facial hair, but it would be rude to comment on that moustache that aunty has wouldn't it?

Assuming the character does have some kind of facial hair, what style is it in?

Some images of what the styles look like can be found [here](#) and [here](#).

D20	Facial hair type
1	Anchor
2	Beard
3	Chin curtain
4	Chinstrap beard
5	Circle Beard
6	Goatee
7	Handlebar Moustache
8	Horseshoe
9	Landing strip
10	Lumberjack
11	Moustache
12	Mutton chops
13	Neck beard
14	Pencil
15	Sideburns
16	Soul Patch
17	Stubble
18	Toothbrush
19	Van Dyke
20	Other/Mixed/Fancy

Of course the quality and tidiness of the facial hair can vary from character to character. For example, if two characters both have van Dyke styles beards, one might be well groomed and tidy, yet the other may look like they have been dragged through a hedge by their hair.

Height & Weight

This chart is for the height of a character compared to the average or typical of their race. This chart can also be used for weight determination as well

D100	
01	1d10 + 40 % above
02	1d10 + 30 % above
03 - 05	1d10 + 20 % above
06 - 10	1d10 + 10 % above
11 - 24	1d10 % above
25 - 75	Average
76 - 89	1d10 % above
90 - 95	1d10 + 10 % below
96 - 98	1d10 + 20 % below
99	1d10 + 30 % below
100	1d10 + 40 % below

Hometown

Where did/does a character live? Are they a local or simply a visitor?

D10	Distance to hometown
1	Current location
2	Neighbouring town
3	1d10 Miles away
4	1d10 + 10 miles
5	1d10 x 10 miles
6	1d10 x 100 miles
7	Neighbouring country
8	1d4 countries away
9	Other side of the world
10	Unknown/Another Plane

D6	Time spent here - citizen
1	Most of their life
2	Moved here 2d10 years ago
3	Moved in last 1d10 years
4	Moved in last 1d12 months
5	Moved in last 1d4 weeks
6	Just moved there this week

Income

Where does the character/npc get their primary income?

D20	
1	Adventuring
2	Bank/Interest
3	Business/Shop
4	Class/profession related
5	Collections
6	Consultation
7	Crafting
8	Criminal
9	Family
10	Farmland
11	Gambling
12	Livestock/animals
13	Mercenary
14	Military
15	Mining/Resources
16	Property - Rental or selling
17	Slaves
18	Stocks & shares
19	Work Agent
20	Other

Languages known

What languages does a character know? This chart can be used for both languages spoken and written. It assumed they know at least one at native, determined by where they grew up etc.

Note: The amount of languages a character knows is determined by various systems

D20	
01 - 05	Common variant
06 - 10	Ancient Language
11 - 15	Another from same race
16 - 18	Another Racial
19	Arcane Language
20	Obscure/Dead language

For each extra language known:

D6	Language levels
1	Like a native
2	A few words wrong
3	A few important words wrong
4	Quite a few words wrong
5	Know a few words
6	Know some words but not the grammar to use them

Literacy

How well can a character read/write, if they are literate at all. This can be for all languages or for each they know.

D6	Literacy level
1	Virtually Perfect
2	The odd word wrong now and then
3	Misread $\frac{1}{4}$ of the written words
4	More wrong words the right
5	Dyslexic
6	Illiterate

Being illiterate does not stop a character from learning a language, only being able to read & write it down properly.

Looks

How the character looks compared to their actual age.

D10	Apparent age
1	Much Younger
2 - 3	Slightly Younger
4 - 5	Average
6 - 7	Indeterminate
8 - 9	Slightly older
10	Much older

A character who looks much younger/older than the real age may have some problems, such as a younger looking character being thought of as underage.

Personality

This chart determines the major personality trait. Not all characters are like this this 100% of the time, but, if you were to ask people to define someone in one word, this word would be it.

There are many more personality types than those listed here, but they should suffice for now.

D100	Personality Type
1	Annoyed
2	Antagonistic
3	Anxious
4	Blustering
5	Bookish
6	Calm
7	Carefree
8	Cheat
9	Chummy
10	Clever
11	Comforting
12	Concerned
13	Craven
14	Cunning
15	Dastardly
16	Defeated
17	Dependent
18	Disappointed
19	Distant
20	Dreamer
21	Dreary
22	Drunkard
23	Eager
24	Egoist
25	Egotistic
26	Embarrassed
27	Energetic
28	Evasive
29	Excited
30	Fearful
31	Fiendish
32	Flirtatious
33	Formal
34	Friendly
35	Fuming
36	Giving
37	Gleeful
38	Gloomy
39	Grumpy
40	Hard-hearted
41	Harmless
42	Hateful
43	Helpless

44	Hopeless
45	Hostile
46	Immoral
47	Impotent
48	Independent
49	Intellectual
50	Intent
51	Interrupts
52	Jealous
53	Jeering
54	Jubilant
55	Laid back
56	Liar
57	Loving
58	Loyal
59	Maverick
60	Mean
61	Melancholy
62	Miserly
63	Obsessive
64	Obstructive
65	Offended
66	Peacemaker
67	Peevish
68	Perceptive
69	Pervert
70	Plain-thinking
71	Preoccupied
72	Puzzled
73	Rabble-rouser
74	Rebellious
75	Regretful
76	Respectful
77	Scared
78	Schemer
79	Secretive
80	Secure
81	Sensitive
82	Shifty
83	Shocked
84	Silky
85	Sceptical
86	Spendthrift
87	Strong
88	Tactless
89	Tardy
90	Threatened
91	Timid
92	Torn
93	Truthful
94	Uncomfortable
95	Unsettled
96	Vindictive
97	Virtuous
98	Vivacious
99	Well-mannered
100	Worried

Quirks

Any character can be boring. A quirk makes them more interesting and "real".

Roll 1d4-1 to determine how many they have, if any.

D100	Quirk
1	Absently calls people by different names when speaking with them
2	Always has a mild sunburn
3	Always invites people to events -
4	Always plugs their favourite person
5	Always sits with back to a wall;
6	Attracts birds
7	Avoids making eye contact
8	Bland expression all the time
9	Blinks constantly
10	Boasts about their sexual exploits
11	Burps with gusto
12	Close talker
13	Collects hair
14	Collects snakes
15	Colour blind
16	Commits to some specific ritual every morning
17	Confuses information and facts easily
18	Constantly hums or whistles to self
19	Constantly refers to themselves in the third person
20	Control freak
21	Cracks knuckles when stressed
22	Cryptic talker
23	Delays in crucial moments
24	Doesn't get most jokes
25	Each eye is of a different colour
26	Ends every sentence with a wink
27	Farts with gusto
28	Fears strangers
29	Fidgets constantly
30	Flips hair out of the way arrogantly
31	Flips lucky coin
32	Forgets what they are saying
33	Grins constantly
34	Has a bad cold
35	Has a deep, raspy voice
36	Has a major scar
37	Has a melodramatic manner
38	Has a nasty rash
39	Has a pouch of candied giblets
40	Has an invisible friend
41	Has bad skin
42	Has mood swings
43	Has strong body odour
44	Has to have last word
45	Has trouble hearing
46	Hiccups when nervous or stressed
47	Impresses all with the ability to play music through their nose

48	In a hurry, always rushing about
49	Injures themselves constantly
50	Interrupts themselves
51	Is a "know it all"
52	Is a picky eater
53	Is a serious flirt
54	Is a living weather vane
55	Is extremely clumsy
56	Is never without their pet
57	Is noticeably fastidious
58	Is rude to waiters and waitresses
59	Keeps a plush toy or a doll
60	Likes to play games
61	Looks boldly at people
62	Loses things all the time
63	Loves to dance
64	Loves to sprinkle quotes throughout their conversation
65	Mumbles
66	Narcoleptic
67	Near-sighted - squints at who ever is talking to them
68	Paces back and forth
69	Pack rat
70	Remembers everyone as an old school chum
71	Rolls their eyes when talking about other people
72	Says "excuse me" a lot
73	Says a blessing a lot
74	Scratches a lot
75	Shakes fist in the air often
76	Sleepwalker
77	Smells really good
78	Smooth clothing
79	Sniffs incessantly
80	Snores loudly
81	Speaks in a low, deep voice
82	Speaks very quickly
83	Speaks very slowly
84	Squints their eyes a lot
85	Stares and seldom blinks
86	Strict carnivore
87	Takes notes obsessively
88	Talks rapidly
89	Talks slowly
90	Talks too loudly
91	Talks too quietly
92	Uses a dismissive hand wave
93	Uses the same hand gestures spells
94	Uses the same vocal pause repeatedly
95	Vegetarian
96	Very nervous
97	Very touchy/feely
98	Visible birthmark
99	Wears a ring on every finger
100	Whines and complains a lot

Secrets

Everyone has at least one secret, but not all secrets are bad. There are as many reasons for hiding a secret as there are secrets themselves.

D100	Secret
1	Adopted a child from a hated race
2	Been to another plane
3	Been to another world
4	Believes in a forgotten deity
5	Believes in an evil/banned deity
6	Blackmail – is a victim
7	Blackmail – Is blackmailing
8	Born during an eclipse
9	Can perform very well
10	Can speak/read a lost language
11	Can't perform well – uses magic
12	Carries a gem believes is worth a lot but is fake
13	Carries a gem that is worth a LOT
14	Cheated in a sporting event
15	Child of a (in)famous local
16	Comes from a VERY wealthy family
17	Commands a powerful creature
18	Construct made flesh
19	Cursed – Major
20	Cursed – Minor
21	Deb t – Is owed a favour by someone famous and powerful
22	Debt – Owes a LOT to thugs
23	Deserted from military
24	Disowned by family
25	Divorced
26	Eats food differently than others
27	Escaped Prisoner
28	Exiled from homeland
29	Fakes having a terminal disease
30	Fakes injuries for money
31	Fakes knowing spells
32	Famous Thief (Active)
33	Famous Thief (Retired)
34	Forger for local thieves guild
35	Gambling – Lost something
36	Gambling – Won something
37	Goes by several names
38	Has a powerful relative
39	Has a terminal disease
40	Has an unhealthy obsession with fruit
41	Has been reincarnated
42	Has bladder/bowel problems
43	Has dragon blood
44	Has illegitimate child
45	Has NO money left
46	Has travelled back in time
47	Hates everyone they know

48	Having an affair
49	Hears voices from inanimate objects
50	Helps out at local orphanage
51	Important figure in local Assassin's guild
52	Important figure in local Thief's guild
53	In love with someone in the tavern
54	In thrall to a powerful creature
55	Is a famous hero in disguise
56	Is a sleeper agent for a foreign power
57	Killed someone recently
58	Knows a couple of spells
59	Knows location of powerful & guarded artefact
60	Left someone to die
61	Library – "Adult" Books
62	Library – Banned Books
63	Library – Occult Books
64	Likes romantic bard songs
65	Likes to start fires
66	Married
67	Mother died giving birth to them
68	On probation
69	Once ate humanoid flesh to survive
70	Once died and was resurrected
71	Once fled a battle
72	Owens a boat/ship/skyship/etc
73	Owens a magic item
74	Owens a magic item , but its fake
75	Part-time investigator
76	Personally owns land/castle/etc
77	Plotting to kill the local leader
78	Polymorph – Permanent
79	Polymorph - Temporary
80	Possessed by an external force
81	Psionic – Doesn't know it
82	Psionic – Uses powers
83	Racial hatred
84	Raised amongst a different race
85	Runs/supports a banned fighting club
86	Secretly bald
87	Slave – Used to be a slave
88	Slave – Used to own
89	Spouse/Partner died
90	Stronger than they appear
91	Survivor of a famous massacre/battle
92	Takes pleasure in killing
93	Thinks they have travelled in time
94	Trained in rare killing techniques
95	Was left to die
96	Weaker than they appear
97	Werewolf
98	Roll twice (ignoring 98-00)
99	Roll 3 times (ignoring 98-00)
100	Something Else/GMs choice

Skin

Skin Colour

D20	Skin tone
1	Beige
2	Black
3	Chocolate
4	Dark Brown
5	Dark Grey
6	Green
7	Grey
8	Ivory
9	Light Brown
10	Olive
11	Pale
12	Peach
13	Reddish
14	Tanned
15	Tinted – Green
16	Tinted - Grey
17	Tinted - Yellow
18	White
19	White/Pink – Light
20	Other

Some skin tones are suitable or rare for certain races.

Skin Condition

1 - 3	Clean
4	Dirty
5	Greasy
6	Pierced
7	Pock-marked
8	Scarred
9	Smooth
10	Tattooed/Altered

Voice

As with a few of the other charts here, what is appropriate for one race is not always suitable for another. Still, having an elf who talks like a dwarf might be amusing and rather confusing for those listening in

D20	Voice type
1	Accented
2	Boring/Droning
3	Clear
4	Deep
5	Demonic/Evil
6	High Pitched
7	Loud
8	Mumbling
9	Musical
10	Normal
11	Older
12	Quiet
13	Rapid
14	Raspy
15	Silky
16	Slow
17	Young
18	Nasally
19	Variable
20	Other

Other voices are rare but quite distinctive. They may include:

- Childish
- Insane giggling
- Ultra-charismatic
- Magically or divinely enhanced
- Filtered through technology of some kind
- Artificially generated
- Muted/dumb. They can't speak for various reasons.

Life Events

For those destined for greatness, their lives are quite often more ...interesting... than the rest of us mere mortals.

Bloodline & Family History

Those who came before can influence the here and now. It may be at some point your ancestors were cursed, or you come from would could be considered good blood stock.

Bloodline

At most a character will have 2 bloodline influences, as this represents one from each parent.

D100	Bloodlines
01 - 80	0 bloodlines
81 - 95	1 (from one parent)
96 - 00	2 (from both parents)

Here are some, rather broad, categories of bloodline types.

D20	Bloodline
1	(in)famous Ancestor
2	Animal characteristic
3	Another humanoid race
4	Arcane/magical touched blood
5	Cursed bloodline
6	Diseased
7	Divine touched
8	Infernal touched
9	Lucky
10	Lycanthropy
11	Mental Illness/weakness
12	Mental Strength/ability
13	Nobility
14	Perfect Health
15	Plane-touched
16	Resistance to a material
17	Unlucky
18	Vampirism
19	Weakness to a material
20	Other

Family History

Family history events occurred, or started occurring, before the character was born. These events normally only go back to great-grand parents.

A character can have as many events as you want, but if you need a random number than 1d4 is good enough.

D100	
01 - 04	Child adopted
05 - 08	Child given away/stolen
09 - 12	Civic award
13 - 16	Crime - Perpetrator
17 - 20	Crime - Victim
21 - 24	Family Exiled/Lost land
25 - 28	Family member arrested
29 - 32	Family member disappeared
33 - 36	Family member got major promotion
37 - 40	Family member killed
41 - 44	Family member lost their job
45 - 48	Feud - Began
49 - 52	Feud - Ended
53 - 56	Gained Land
57 - 60	Heirloom lost
61 - 64	Involved in a natural disaster
65 - 68	Left a major gift
69 - 72	Major Illness
73 - 76	Marriage/Separation
77 - 80	Moved to current location
81 - 84	Powerful Item Acquired
85 - 88	Reunited with a lost family member
89 - 92	Separated/Spilt up
93 - 96	Unexpected birth
97 - 00	Other

Major Events

Most major events in a characters life can come under one of several broad categories.

- 1- Birth (includes not long after)
- 2- Childhood
- 3- Teen/Young Adult
- 4- Adult
- 5- Old

Characters typically have 1d4 major life events.

Birth/Early

D10	Birth Event
1	Blessing received
2	Distinctive birthmark
3	Is reincarnated from another character/npc
4	Mother dies giving birth
5	Multiple birth – Only survivor
6	Omen - Negative
7	Omen – Positive
8	Premature birth
9	Stolen from birth family
10	Other Birth Event

Childhood

D20	Childhood Event
1	Almost died/accident
2	Bullied
3	Childhood disease
4	Childhood job
5	Class/profession chosen
6	Could walk/talk at early age
7	Crime committed/accused
8	Imaginary Friend
9	Inherited something
10	Injured
11	Lifelong friendship started
12	Moved/left hometown
13	Natural disaster survivor
14	Parent or other significant family member lost/died
15	Pet – gained
16	Pet - lost
17	Run away from home
18	Sold/stolen into slavery
19	Witnessed a crime
20	Other event

Teen/Young Adult

D20	
1	Apprenticed/Tested
2	Became a parent
3	Committed a crime
4	Encountered monster
5	Gains/lost employment
6	Got married
7	Inherited something
8	Injured
9	Kicked out of school/college etc.
10	Left home
11	Made a friend for life
12	Made an enemy for life
13	Religious experience
14	Saved a life
15	Survived plague
16	Taught how to use a weapon
17	Travelled abroad
18	Volunteered for military service
19	Witnessed a crime
20	Other

Adult

1	Accused of something
2	Adopted a child/gave away
3	Adventure
4	An enemy once thought killed returns
5	Business started/lost
6	Child died
7	Died – resurrected
8	Discovered/found something
9	Encountered monster
10	Gain fame/infamy
11	Got married/separated
12	Had a child
13	Had an affair/was cheated on
14	Injured – non battle
15	Injured in battle
16	Promotion
17	Religious experience
18	Saved a life
19	Thought killed/lost
20	Other

Old

D20	Old Age events
1	Accused of a crime
2	Almost died of natural causes
3	Became a hermit
4	Becomes a grandparent
5	Heard a banshee
6	Lifetime award
7	Lives a lot longer than normal
8	Loses a child
9	Major investment matures
10	Mental Disease
11	Omen - Negative
12	Omen - Positive
13	One Last Major Adventure
14	Partner/Friend dies
15	Religious experience
16	Retired from class/profession
17	Sight or other sense degrades
18	Something/someone named after them
19	Stopped a crime
20	Other

...and finally...

More life events will be detailed in Background Kits Supplements as well, for those who need more inspiration.

Notes/Details for All Categories

Crime & Accusations

Various crimes and accusations are possible. Some though may have more impact depending on the crime and the age of the one accused.

Sometimes of course, when accused of a crime, the character actually did it.

Mental Disease

It is a sad fact of many races life that as they get older their mental facilities can sometimes worsen especially if they have some kind of mental degradation/disease like Alzheimer's or just simple forgetfulness.

Omens

There are too many possible options to cover here. Bear in mind that what one culture considers a good omen another may think it was a bad one.

Religious Experience

These can be both positive and negative. They can be something as a spiritual awaken, converting, loss of faith, or as powerful as a true visitation from a deity.

Methods of Death

Occasionally you may wish to make a background for character that is no longer counted among the living. Or a character may have died and has been reincarnated or resurrected. Their life may have been so boring that the only worthy mention of them is the way they died.

Most characters & NPC's die a natural death, in battle or disease. If you need a specific reason, roll here.

D100	Method of Death
1	Alcohol Poisoning
2	Acid - Dropped into it
3	Acid - Made to drink it
4	Acid - Thrown at face
5	Ascension
6	Allergic reaction
7	Animal Attack - Bear
8	Animal Attack - Eaten by insects
9	Animal Attack - Lion
10	Animal Attack - Sheep
11	Animal Attack - Snake
12	Arrow to the eye
13	Assassinated
14	Battle Death - Fleeing
15	Battle Death - Last Stand
16	Battle Death - Overwhelmed
17	Battle Death - Taking a hit for another
18	Blood Poisoning
19	Boiled Alive
20	Buried Alive
21	Chocked on food
22	Complications during an operation
23	Covered in a molten metal
24	Crushed - Landslide
25	Crushed - Trap
26	Crushed - Tree
27	Decapitated
28	Dehydration
29	Died in sleep
30	Digested Alive
31	Disease - Bleed to death
32	Disease - Leprosy
33	Disease - Plague
34	Disembowelment
35	Disintegrated
36	Disappeared
37	Drawn & Quartered
38	Drowned
39	Eaten - Honeybadger
40	Eaten - Other Large Creature
41	Eaten - Shark
42	Eaten from within
43	Electrocuted

44	Explosion
45	Explosive Decompression
46	Fall - Into a pit
47	Fall - Of a cliff
48	Fell into lava
49	Fire - Burned Alive
50	Flayed
51	Garrotted
52	Gassed
53	Giving Birth(if female)
54	Heart attack
55	Heat Stroke
56	Host for a creatures young
57	Hung
58	Hypothermia
59	Impaled
60	Killed by a deity
61	Killed by own pet
62	Lab/Experiment
63	Life-force drained
64	Magic - Blown Apart
65	Magic - Burned
66	Magic - Polymorph
67	Magic - Rapidly Aged
68	Magic - Sonic/Sound
69	Malnutrition
70	Mental - Mind Destroyed
71	Monster - Dragon
72	Monster - Elemental
73	Monster - Undead
74	Mugged/Random Murder
75	Mysterious Causes
76	Overstimulated
77	Poisoned - Drink
78	Poisoned - Food
79	Poisoned - Injected
80	Poisoned - Tainted/Rotten Food
81	Pulled Apart
82	Run over by a vehicle
83	Sacrifice - Feeding
84	Sacrifice - Ritual
85	Scarified - Self
86	Shock
87	Shot in the back
88	Soul consumed by a demon
89	Spell Failure - Fireball
90	Spell Failure - Teleportation
91	Stampede/Trampled to death
92	Stoned
93	Strangulation
94	Suicide - Poison self
95	Suffocated
96	Tortured to death
97	Tripped and fell
98	Turned into an undead
99	Turned to stone
100	Used as spare parts