

Credits & Legal

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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 Dore 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