Backgrounds are descriptions of what a character is or has and they can be physical, magical, social, mental, material, etc. Species specific traits, good luck, friends in high places, photographic memory, and owning property would all qualify. Backgrounds differ from items, attributes, and skills in that they are role-playing flavor and not stat boosts. They should never have numbers or dice associated with them. When possible backgrounds should help tell a character’s history.

Characters are born with some backgrounds and they can earn more during the story.

The storyteller should list backgrounds that constitute as the norm for their story. A character’s backgrounds should illustrate how they are different from the norm.