

WEATHER



Sunny
Desert

You have experienced some strange or extreme weather event. Perhaps there was snow in the summer, drought during the rainy season, or a delay in the changing of the leaves. If this happened near your birth, you may have been blamed for this event.

1. Weapon
2. Animal
3. Leaf or Flower
4. Geometric Shape
5. Bone or Skull
6. Dragon
7. Large red stain
8. Letter or Symbol
9. Spider or Web
10. Heart

from Backster, Justin Alexander Dorsey
"Stand Tall and Shake The Heavens!" —King Alexander XVII

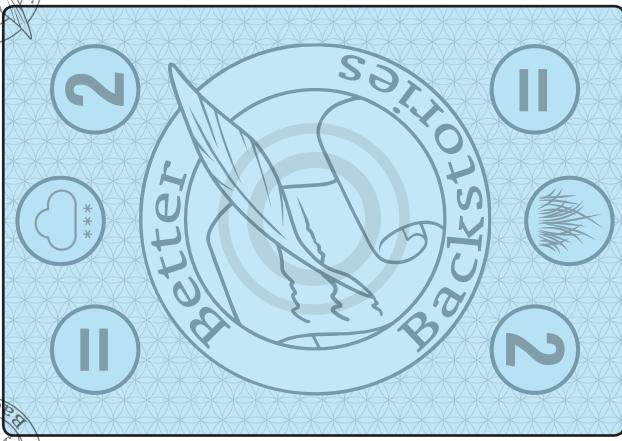


BIRTHMARK



You have a distinguishing feature.
Snow Flurries
Grassland

1. Have or give bad luck.
2. Have an unattractive physical feature.
3. Carry a disease.
4. Often accused of being guilty.
5. Hate cities.
6. Suffer from insomnia.
7. Have nightmares.
8. Have or had a stutter.
9. Affected by the full moon.
10. Always losing things.

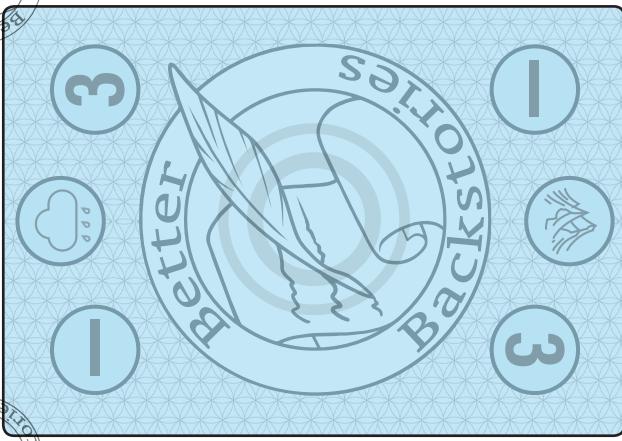


CURSED



Unfortunately some things never go your way.
Rain
Mountains

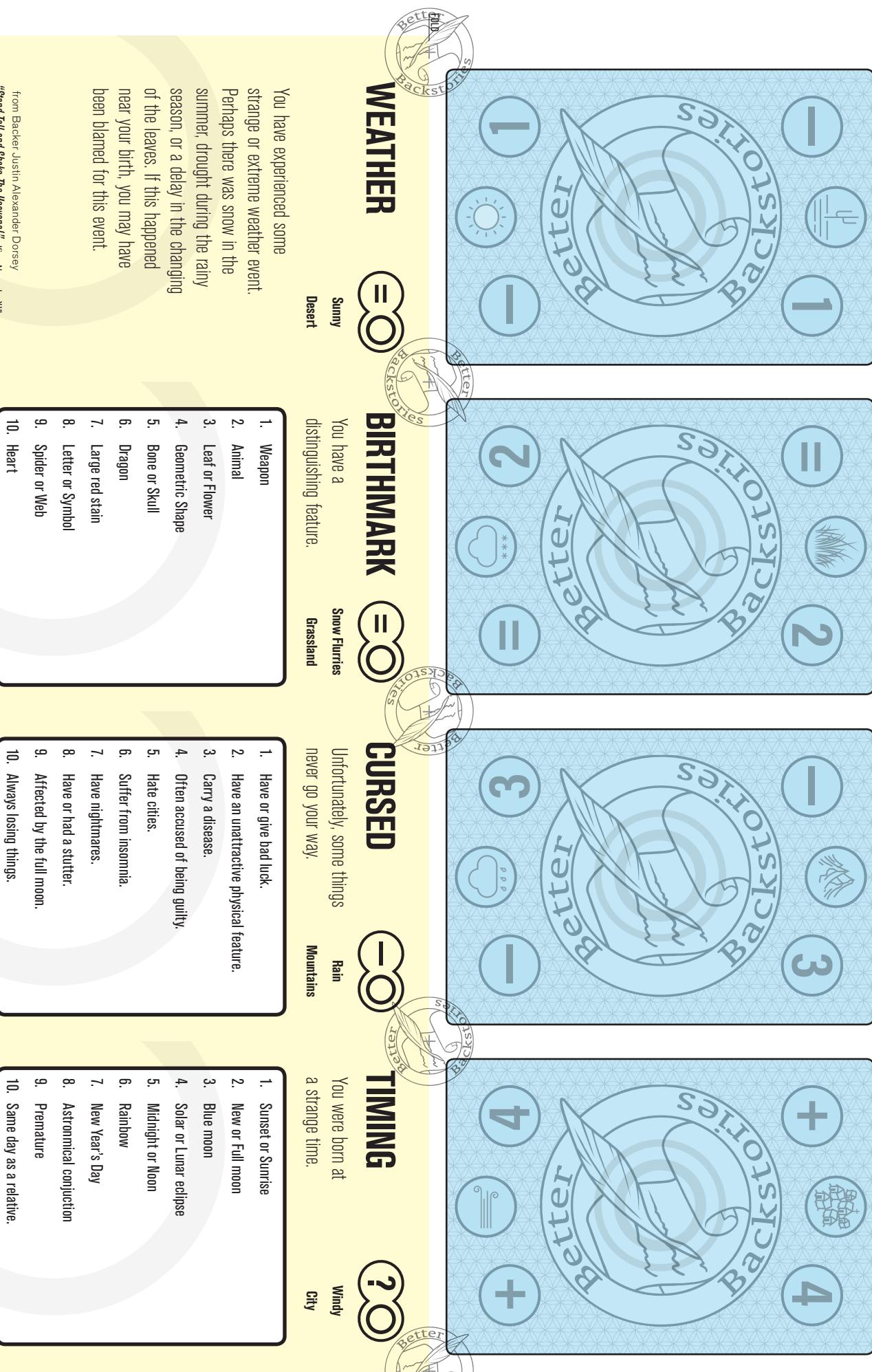
1. Sunset or Sunrise
2. New or Full moon
3. Blue moon
4. Solar or Lunar eclipse
5. Midnight or Noon
6. Rainbow
7. New Year's Day
8. Astronomical conjunction
9. Premature
10. Same day as a relative.



TIMING



You were born at a strange time.
Windy
City



HIDDEN

Heavy Rain
Farmland

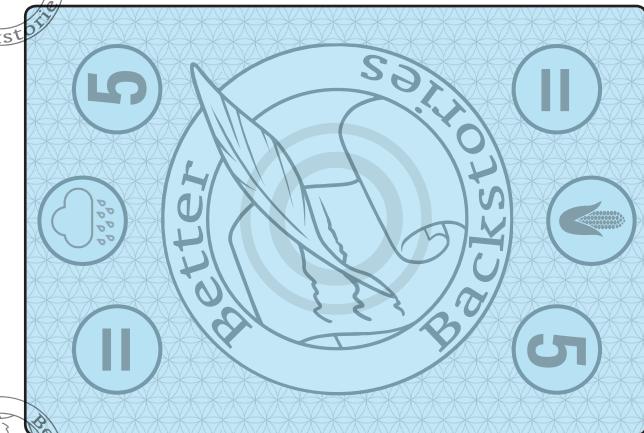
You may have been hidden away from your family, or your parents were exiled with you. If your birth was not recorded, it may be hard to prove you exist at all.

1. A cave.
2. A barn or farm building.
3. The family home, or at a friend's home.
4. A far off place.
5. A vehicle while traveling.
6. A prison.
7. A temple or hospital.
8. A tavern or office.
9. Out in the Wilderness.
10. A palace.

from Blazbaros

"You have no ID number and the police archives seem to be lacking your birth certificate. So who are you, Master Mysterious?"

- Detective Madison, New Angeles Police Department



LOCATION

Thunder
Island

You were born in an interesting place.

1. Collecting something
2. Acting or Entertaining
3. Dance
4. Sports or Athletics
5. Exploration or Investigation
6. Field of study (chemistry, programming, engineering, etc.)
7. Crafting or Model making
8. Art or Sculpture
9. Music or Singing
10. Writing or Storytelling

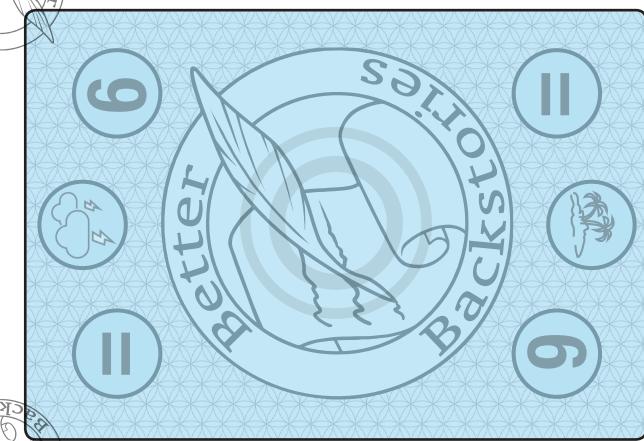
1. A famous person died when you were born.
2. Your mother died in childbirth.
3. Your family were refugees.
4. Your twin died young.
5. You were born during wartime.
6. A family member died the same day you were born.
7. Your birth was foretold as a bad omen.
8. You lost a digit in an accident.
9. You were born during a plague.
10. One of your parents tried to kill you.

HOBBY

Partly Cloudy
Sea

You had an interesting hobby during childhood.

1. A famous person died when you were born.
2. Your mother died in childbirth.
3. Your family were refugees.
4. Your twin died young.
5. You were born during wartime.
6. A family member died the same day you were born.
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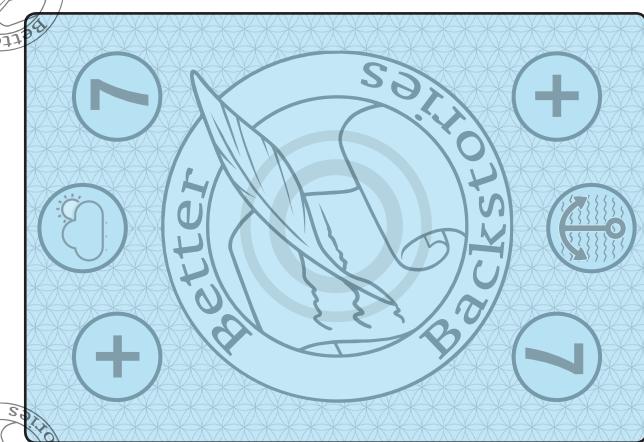
LOSS

Frost
River

Your early life was fraught with sadness.

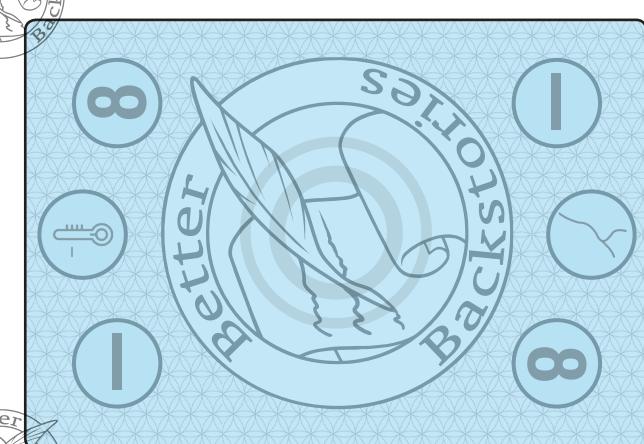
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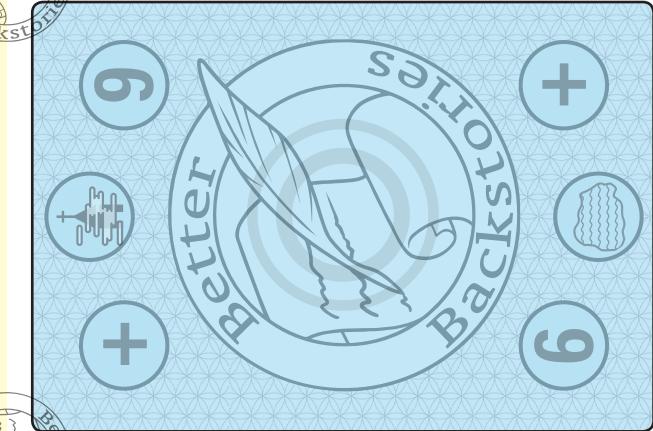
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Better
Backstories



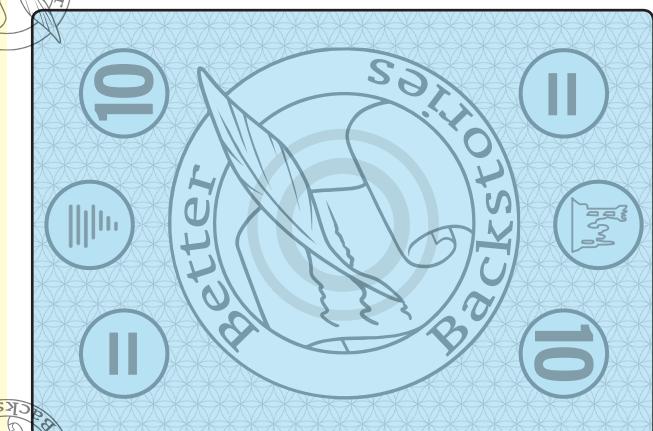


BLESSING

Fortunately, fate has
smiled upon you.

Fog
Lake

1. You are considered beautiful.
2. You're good at making new friends.
3. You have a good voice.
4. You have or give good luck.
5. You always know which way is North.
6. Your parents were in a secret society.
7. You look young.
8. You're good with numbers.
9. Your family is naturally long-lived.
10. You always know the correct time.

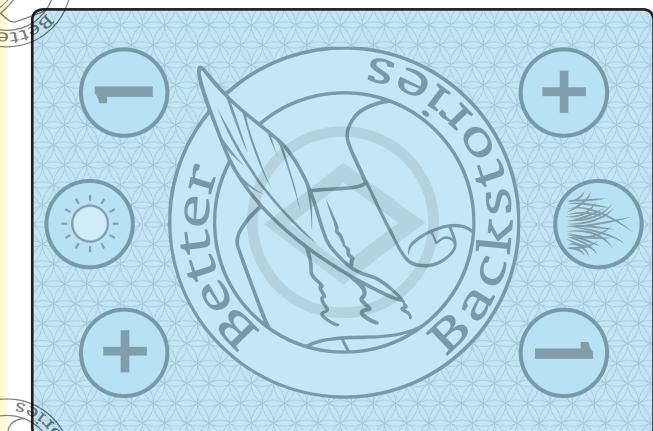


PET

You have or had a
unique animal friend.

Tornado
Ruins

1. Large Dog or Wolf
2. Big Cat
3. Songbird or Hawk
4. Snake or Lizard
5. Spider or Bat
6. Rodent or Ferret
7. Barnyard Animal
8. Monkey or Parrot
9. Tiny Dragon
10. Stuffed Animal or Robot



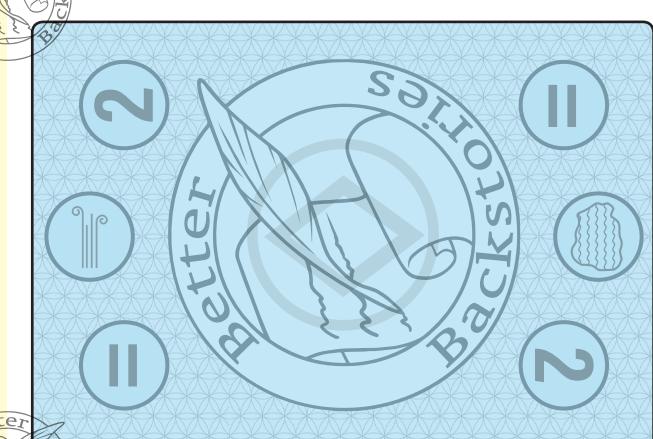
THRIFTY

Your parents began saving
when you were young. By the
time you came of age, they
were able to provide you with
money, a special item, higher
education, land or stocks. You may
or may not still have this prize.

Sunny
Grassland

from Backer Wolf Pack
*The rogue trying to interact with the shifty character in the
shadows, opens her trench coat. "I'd wanna buy a sunfish?"*

-Caffieira



ANIMALS

While growing up, you found
an animal and nursed it back
to health. You either gained
the animal as a companion,
or you gained an affinity for
small animals. You can't talk
to them, but they trust you

more than average people.

Windy
Lake

from Backer Delmer FVY
"...and then, I accidentally became a Druid," -a Druid named Bobby

Better
Backstories



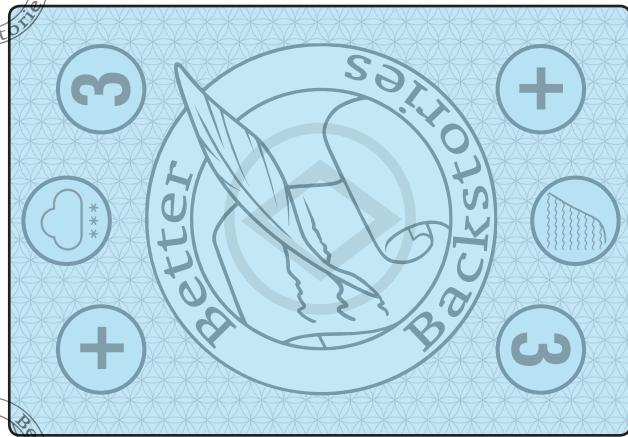
SHINDIG

Your family threw
a big party for you.



Snow Flurries
Shoreline

- Received a noble title.
- Met your true love.
- Got a personal attendant or slave.
- Bequeathed a family heirloom.
- Given your first weapon.
- Gained your inheritance.
- Received a map and a key.
- Reacquainted with a long lost loved one.
- Given a special book.
- Got a horse or mount.



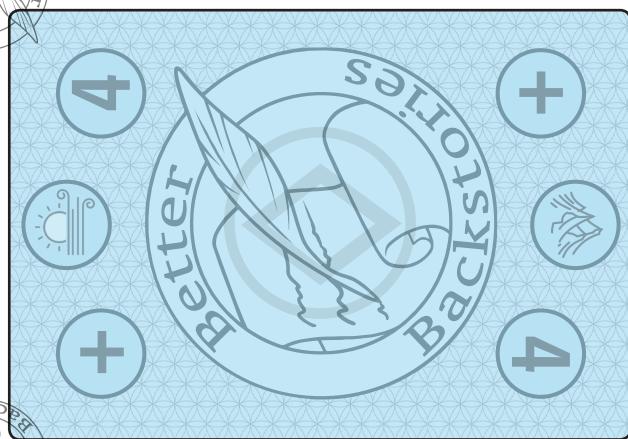
CELEBRITY

A family member is
or was well known.



Balmy
Mountains

- They have a unique set of skills.
- Known for their appearance.
- A parent is of a rare ethnicity.
- They have an odd personality.
- A parent was a war hero.
- They are or were a civic leader.
- They were part of a successful revolution.
- They are a popular entertainer or novelist.
- They won a rare and special prize.
- They work for the monarchy.



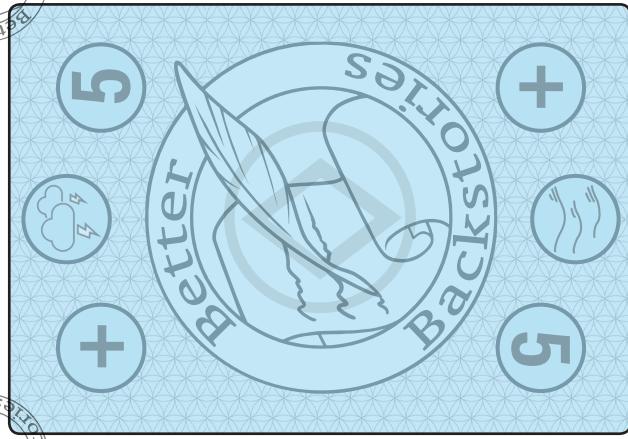
WEALTHY

Your family comes from above
average means. They might
even be nobles. You might
have been born into privilege,
or you were there while your
family improved their station.



Thunder
Hills

- You are helpful to strangers.
- You are very punctual.
- You are patient and calm.
- You are careful with your money.
- You are respectful and polite.
- You are warm-hearted and friendly.
- You are sure of yourself.
- You prefer to get things done quickly.
- You always tell the truth.
- You are adept at making peace
between people.

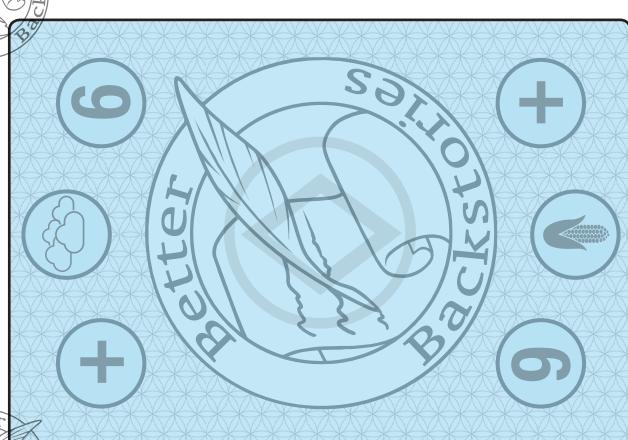


INSPIRING

You have a large heart.
Overcast
Farmland



- You are helpful to strangers.
- You are very punctual.
- You are patient and calm.
- You are careful with your money.
- You are respectful and polite.
- You are warm-hearted and friendly.
- You are sure of yourself.
- You prefer to get things done quickly.
- You always tell the truth.
- You are adept at making peace
between people.



from Jay Stilipec
"Had I not been abandoned as a babe, who knows where I might
be in this life?" - Fermus Sunstone

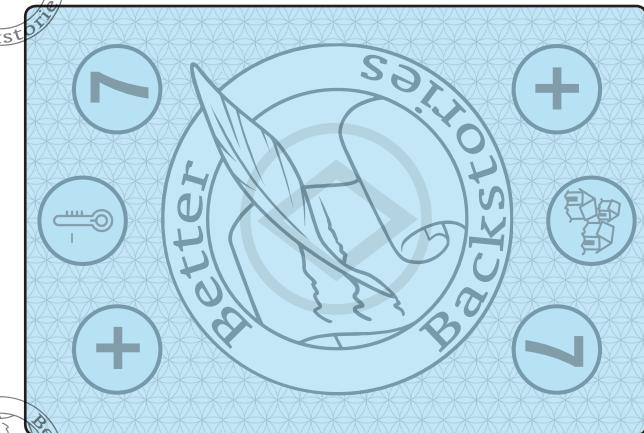
CRAFTSMAN



A family member is or was good with their hands.

Frost
Town

1. Weaver, Tailor or Cobbler
2. Metalsmith or Carpenter
3. Engineer or Shipbuilder
4. Blacksmith or Silversmith
5. Teacher or Animal trainer
6. Hunter, Fisherman or Butcher
7. Chef or Baker
8. Pilot, Sailor or Driver
9. Jeweler or Instrument maker
10. Stoneworker or Mason



FAMOUS

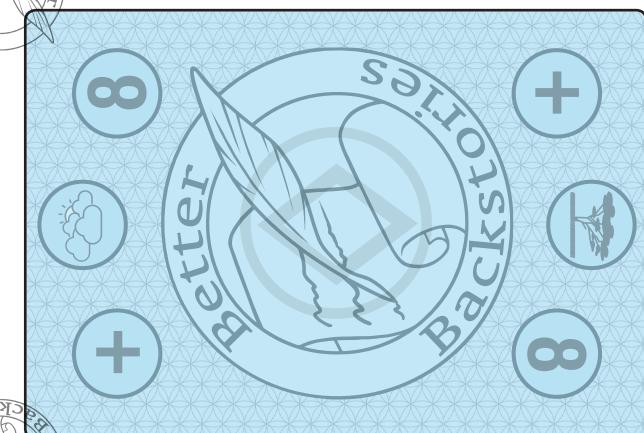


Mostly Cloudy
Savannah

You did something that gained you wide acclaim in your homeland. It may have come from your natural talents, advanced training, or just the luck of the draw. You are easily recognized over a wide area.

from Backer Phil Sweet
"Don't forget my loneliness, for I shall seduce them!"

-Deganlu Thippeshae



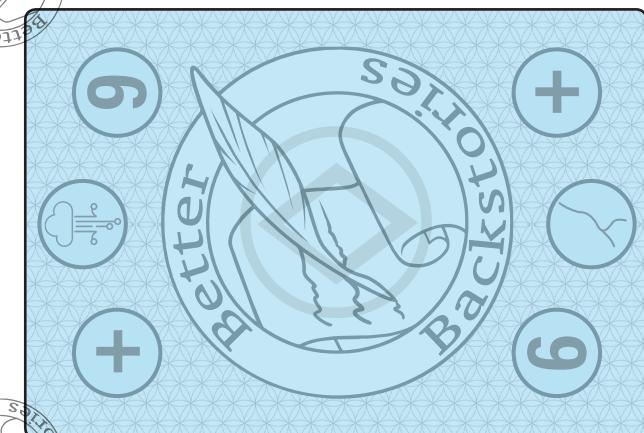
FAVOR



You helped someone and they still owe you.

Hail
River

1. Wealthy merchant
2. Honorable criminal
3. Noble
4. Your best friend
5. Mayor
6. Former lover
7. Mage or Scientist
8. Old hermit
9. Sea captain
10. Military hero



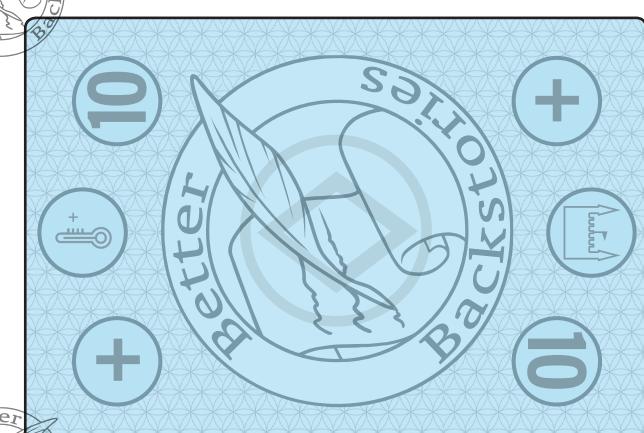
PATRON

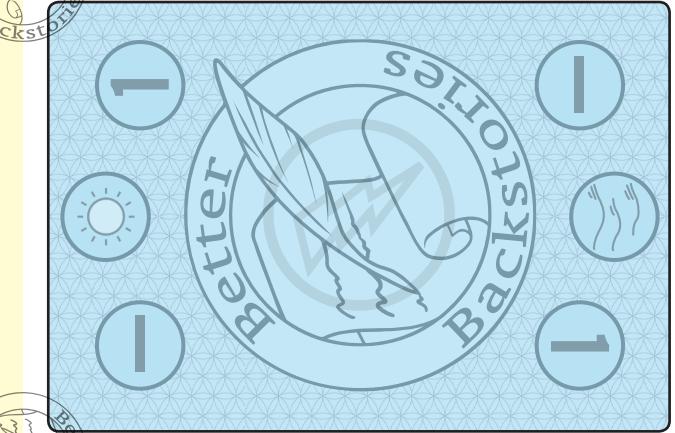


You have or had an influential supporter.

Heatwave
Palace

1. Wizard or Doctor
2. Famous entertainer
3. Retired criminal
4. Regional merchant
5. Government official
6. Knight or Lady
7. Mysterious figure
8. Member of the Town Guard
9. Reclusive hermit
10. Underworld figure





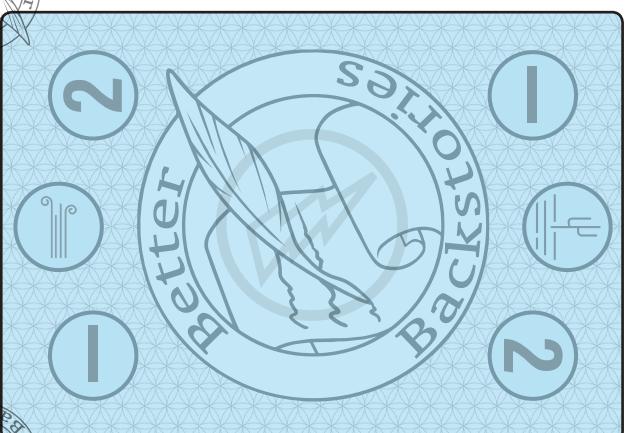
TRAGEDY



Sometimes bad things happen.

Sunny
Hills

1. You have a bitter rival.
2. Wild animals attacked your family.
3. You lost your pet.
4. Your family home was destroyed in an accident.
5. A family heirloom was lost.
6. You trusted the wrong people.
7. A family member treated you badly.
8. You feel haunted.
9. You accidentally killed someone.
10. You were banished from your home.

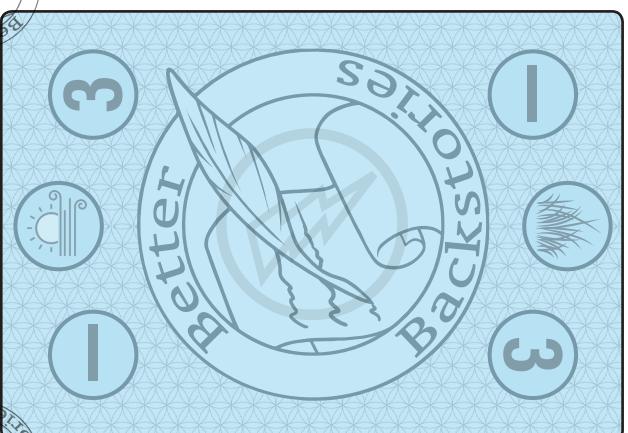


UNPOPULAR



Windy
Desert

Something about you or something you did has set the majority of people against you. It may just be a big misunderstanding. Maybe you often get blamed for things that go wrong. Maybe you are bullied for being different.

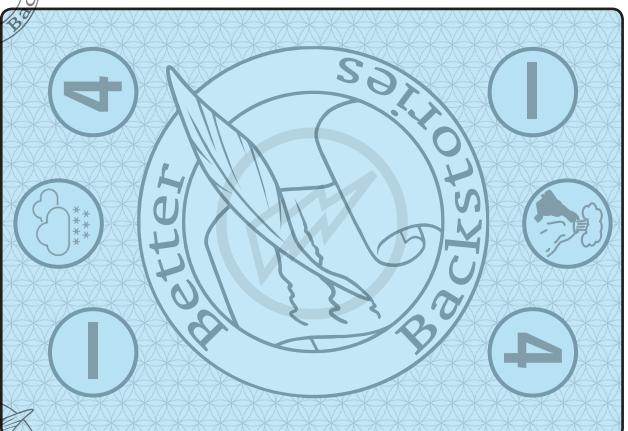


DESTITUTE



Balmy
Grassland

Your family struggled with the barest necessities, possibly working the land, wandering like gypsies, or resorting to criminal activities. This may be the only life you've known, or you were there when things took a turn for the worse.



DEATH



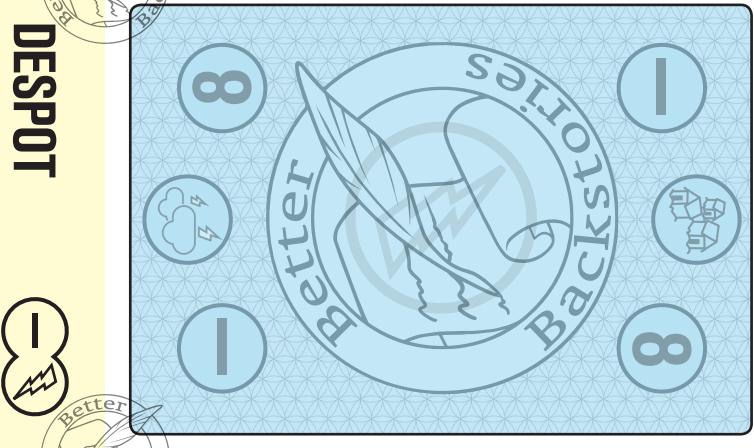
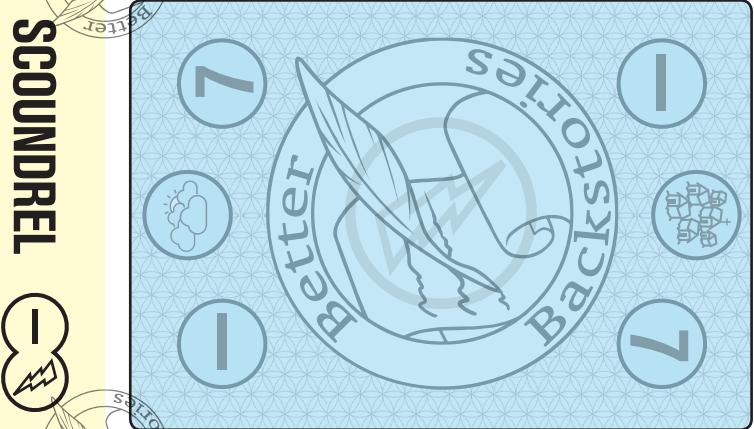
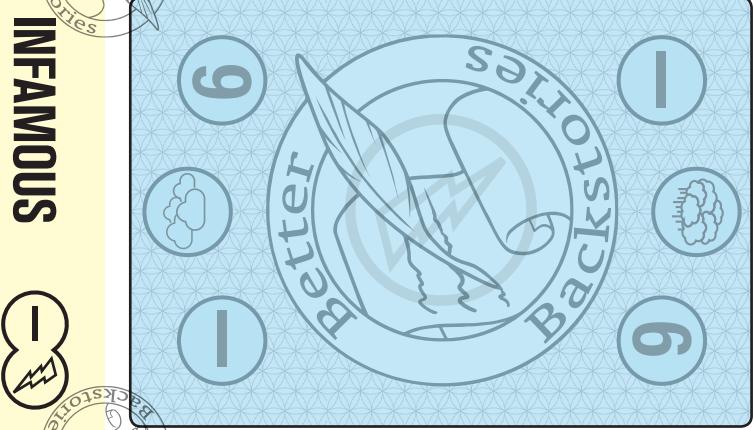
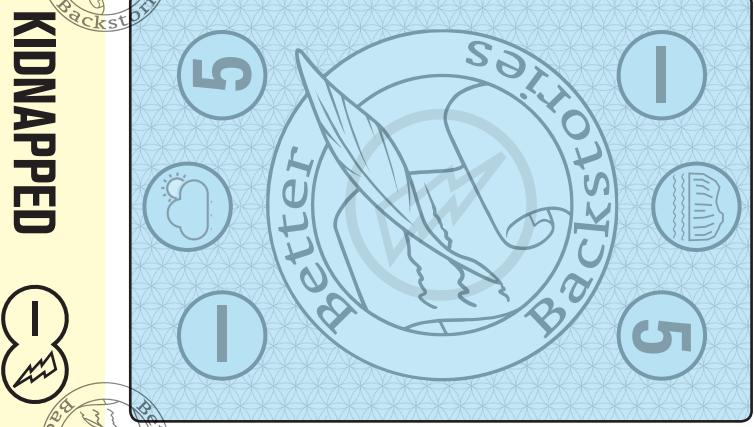
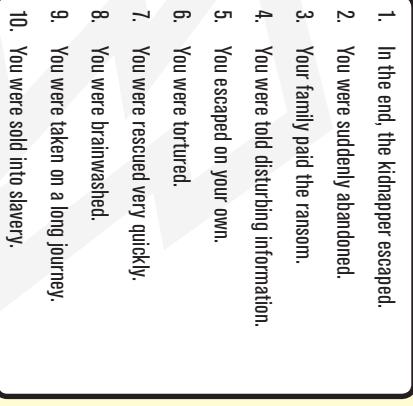
Bizzard
Volcano

You lost someone very close to you.

1. A parent was murdered.
2. Best friend died.
3. Parent died in an accident.
4. A sibling died mysteriously.
5. A family member died from a long illness.
6. Sudden death in the family.
7. Both parents died.
8. A grandparent died.
9. Young love died.
10. Someone vanished mysteriously.

from Backer Kevin L.
"The head is the important part." -Lupe

from Backer Koik The Kobold
"If you don't really want to know what I did, don't ask," she said
With an innocent smile. -Koik The Kobold

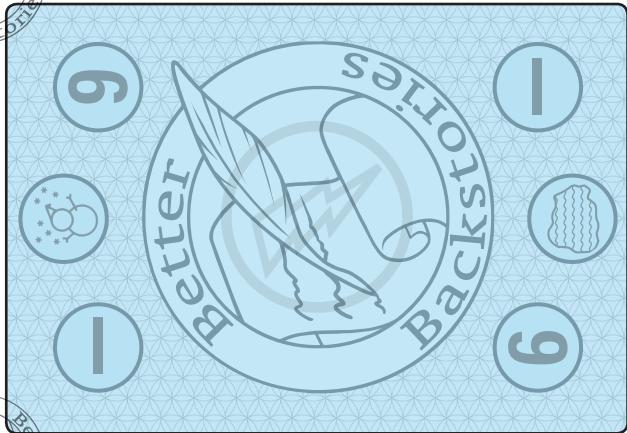


PHOBIA



Deep Snow
Lake

You have a serious phobia of some activity, creature, emotion or item. It may be the result of some trauma, or the reason might be a mystery. You have a very hard time dealing with this thing when it comes around.

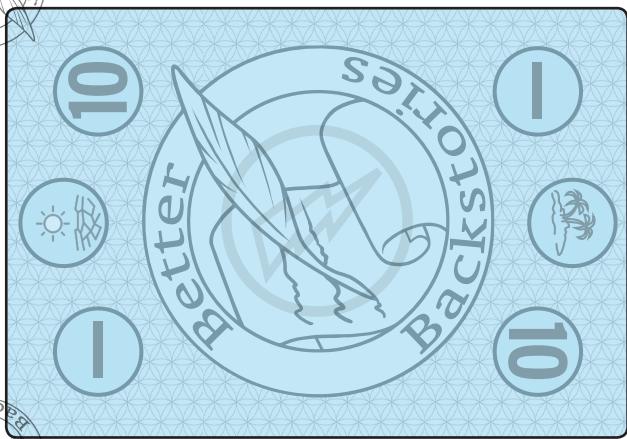


SOURPUSS



Bah humbug.
Drought
Island

1. You always play devil's advocate.
2. You rarely consider other people's feelings.
3. You are rude or callous.
4. You are somewhat manic.
5. You lack self-confidence.
6. You are messy or unkempt.
7. You are easily distracted.
8. You are stolid and emotionless.
9. You mock religion.
10. Nothing really excites you.

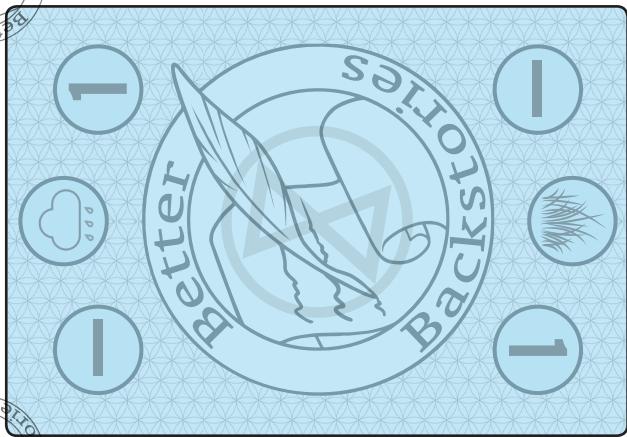


TATTOO



Your body has markings,
intentional or otherwise.
Rain
Grassland

1. You got it removed or changed.
2. It's a gang sign.
3. It has religious significance.
4. You got it on a date.
5. It reminds you of someone.
6. They are tribal markings.
7. You have many tattoos.
8. You got it in prison.
9. A family crest.
10. You got it in the military.

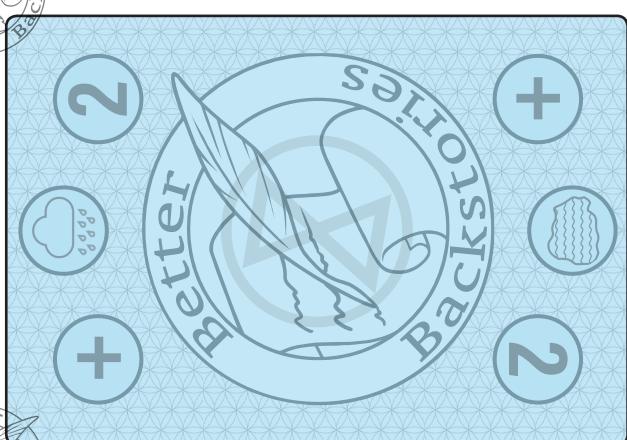


WORLDLY



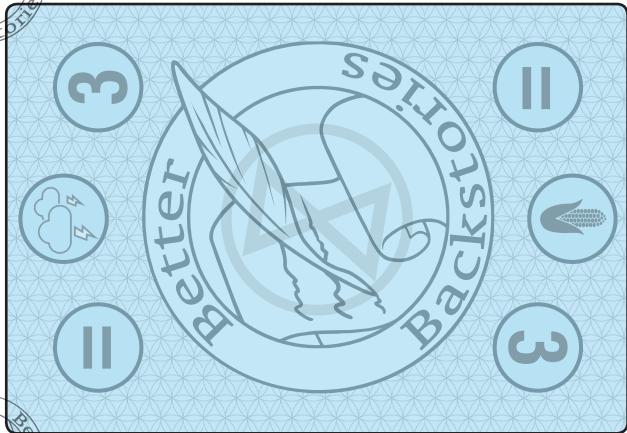
Heavy Rain
Lake

You had a widely-traveled friend or family member who told you all manner of stories about their journeys. Through them, you either learned details about a specific culture, or you know many odds and ends about various people and their ways of life.



from Backer Renegades
"Why must everything we do end in fire?" -Mason Farchild

from Backer Gerrit Deike
"Granma Gora always said, 'Never wake a sleeping dragon... Unless you have big people along' -Eldon 'Mouse' Bentzschieder



BREAKUP

Your parents split up during your childhood.

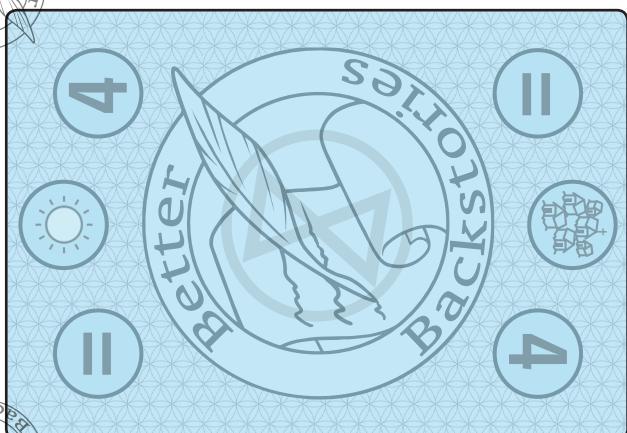
Thunder
Farmland

1. You went through various foster homes.
2. An older sibling took you in.
3. You're now convinced that love is a lie.
4. You stayed with your mother.
5. Moved in with a friend's family.
6. Lived with an aunt or uncle.
7. You stayed with your father.
8. You became a ward of the state.
9. Lived with your grandparents.
10. There was a bitter legal battle over you and/or your siblings.



DEVOTION

Sunny
City



You left your family behind.

Party Cloudy
Island

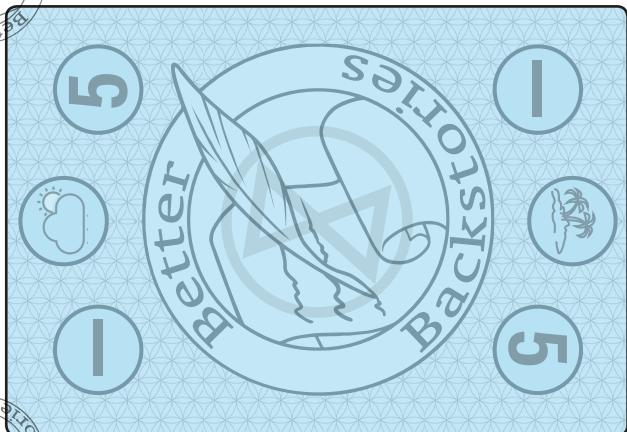
1. You never returned.
2. You fell in with criminals for a period of time.
3. You returned home on your own after a while.
4. You were captured by police and returned home.
5. Taken in by a new family.
6. You wound up very far away.
7. You almost died.
8. You returned home with no memory of where you went.
9. Your parents died looking for you.
10. Your family treats your brief departure as a joke.



RUNAWAY

You left your family behind.

Party Cloudy
Island



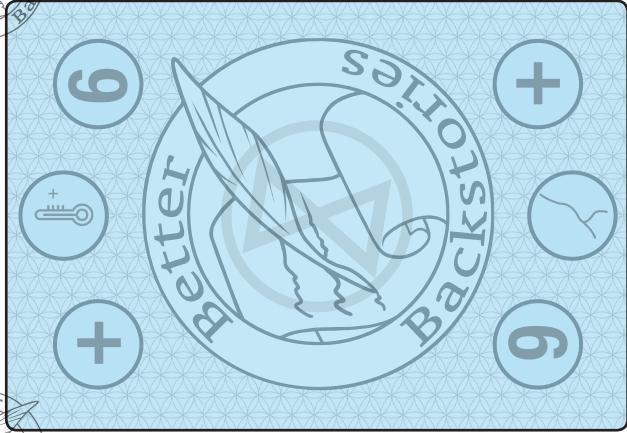
You had a deep religious experience.

Heavycrave
River

1. You encountered a cult.
2. You sought shelter in a church.
3. You attend church regularly.
4. You are an atheist.
5. You perform a regular daily ritual.
6. You believe mortals can attain godhood in one way or another.
7. You lived in a parochial school, but left before taking vows.
8. You had a divine vision.
9. You changed religions.
10. You accidentally desecrated a holy place.



RELIGION



"It is better to use a club in a fight to ensure your soon to be dinner is properly tenderized." - Ryker the Red Bear, Half-orc Chef

from Backer Travis Schachner

FRIENDS

=Σ

You have or had a group
of friends or a companion.

1. They got you to commit a crime.
2. Your best friend became your lover.
3. You had an imaginary friend.
4. You were part of a gang.
5. You befriended someone twice or
half your age.
6. A bitter rival became a friend.
7. You share a feature with a close friend.
8. A sibling is your best friend.
9. You fought with your friend over a lover.
10. You swore an oath with your friend.

GIFT

+Σ

Lightning
Forest

You received a large sum of
money or a special item from
an older family member. They
may have been close to you in
your childhood, or they were a
distant relation you'd never met.

1. You escaped from incarceration.
2. You were released early for good
behavior.
3. Served on a chain gang.
4. Sentenced to indentured servitude
for several years.
5. Tortured unfairly.
6. You were involved in a huge riot.
7. Survived a disease that ravaged
the population.
8. Sold into slavery.
9. Served in the prison mafia.
10. Received one or several scars.

HARD TIME

=Σ

Sleet
Desert

CATASTROPHES

-Σ

A disaster ruined your
family, home, or homeland.

1. Mysterious curse
2. Earthquake
3. Tornado or Hurricane
4. War
5. Famine
6. Flood
7. Economic collapse
8. Meteor or Meteor shower
9. Plague
10. Wildfire

from Kevin Clement
*"We barely escaped the Thieves Guild coup, and my father died
soon after. All I have to remember him is a strange oak leaf pin."*

-Yana Whillock, "Locksmith"

-Σ

Humid
Shoreline

-Σ

Humid
Shoreline

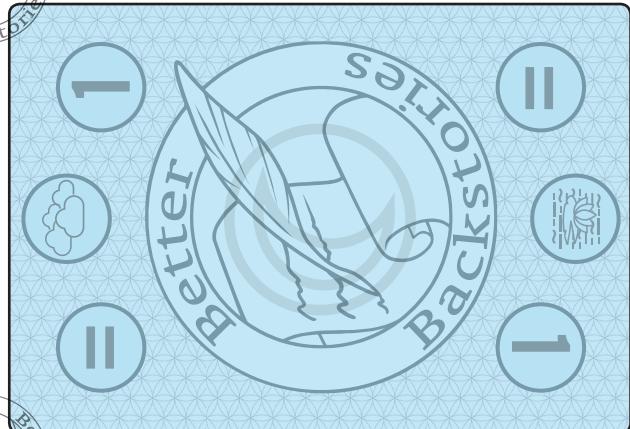
DENIAL



Overcast
Swamp

For some reason, your father has never believed you were his child. Whether it's true or not, he has never given you the attention, support or inheritance he gave to his other children.

You were given up or put up for adoption by your parents. You may have been raised by animals, foster parents, another race/species, or in an orphanage. You may or may not know the identity of your parents.

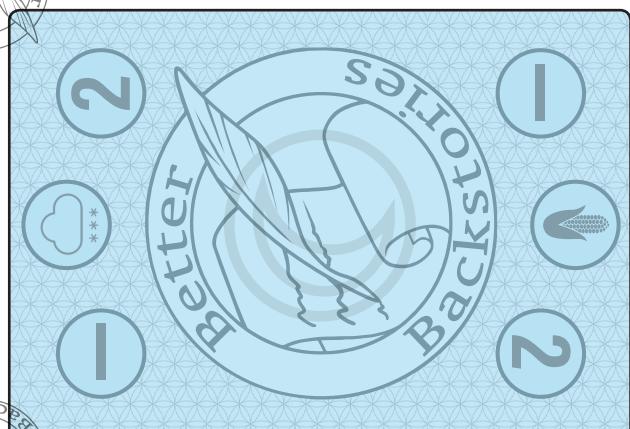


ABANDONED



Snow Flurries
Farmland

A mysterious person arrived when you were young and left a gift. This could have been a message, an item, or just a good blessing. Your parents may or may not have abided by the stranger's wishes.



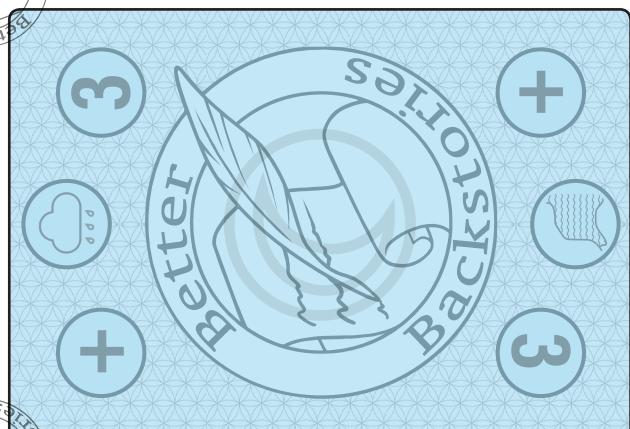
STRANGER



Rain
Bay

You found something unique. Partly Cloudy

1. Some ornate jewelry
2. A fancy gemstone
3. An interesting puzzle
4. A tome of knowledge
5. A secret location
6. A sealed chest
7. Special clothing or Armor
8. An old weapon
9. A strange map
10. Helmet or Shield



DISCOVERY



Partly Cloudy
Desert

from Backer, Jason Joye
"Just stab them." -Sabine

from Backer Cthulhu Kid
"Even so our souls will live on."
-Merrus Valgus BuntonBoyle, 'Torchbearer'

from Backer Morgen Rich
"Her name is Moigraine, but that one is not for you."
-Father of Fenn MacMoragh, Magister Mage of Incongruity

ENIGMA



Drought
Mountains

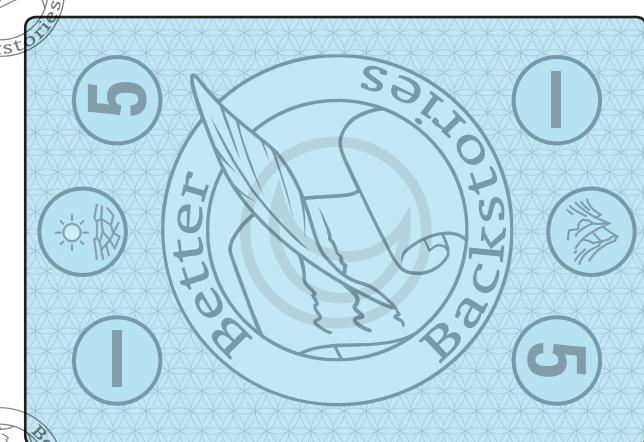
A patient has or had an
alternate identity.

A family member has always
been hesitant to talk about
their past. They might even
have given varying accounts
of some event so no one
knows the true story.

1. They have another family.
2. They are or were a heroic vigilante.
3. They lost their memory.
4. They were a criminal.
5. They're a con artist.
6. They've been avoiding bad debts.
7. They are a spy for a foreign power.
8. They came here to hide from the law,
maybe witness relocation.
9. They are a war criminal.
10. They hold a vital secret.

from Backer R Malm

"But suppose you throw a coin enough times ... Suppose one day,
it lands on its edge?" -Kain



ALTER EGO



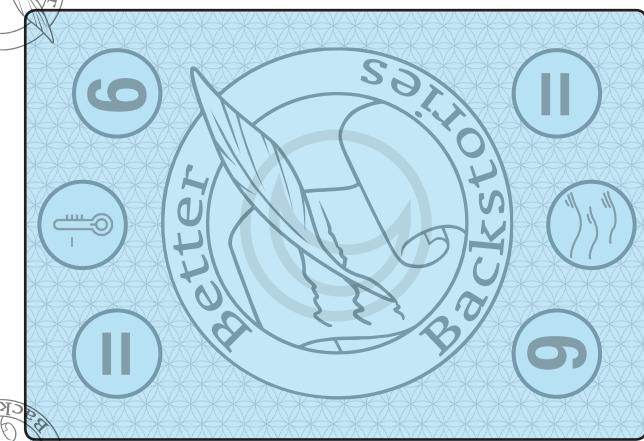
Frost
Hills

Someone doesn't like
you or your family.

1. Some of the nobility
2. Local townsfolk
3. An old rival
4. A jealous ex-lover
5. A gang or guild
6. Local sheriff and/or guards
7. The rest of your family
8. Local merchant
9. A religious group or cult
10. A specific race/species, or another country

from Backer R Malm

"Well that can't be good," Holgrin replied.
-Holgrin Thoreaus Elterkin



ENEMY

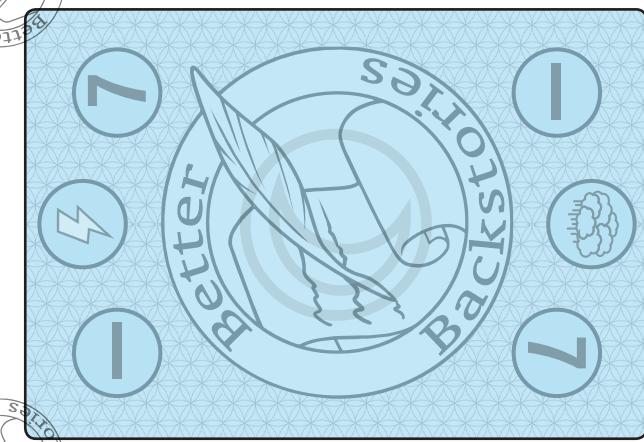


Lightning
Forest

Something very dear to you
or your family was lost or
stolen. You are determined to
find it, or to deal with those
responsible for its theft.

from Backer Goodehl

"Were you sure?" she asked.
"Well that can't be good," Holgrin replied.
-Holgrin Thoreaus Elterkin



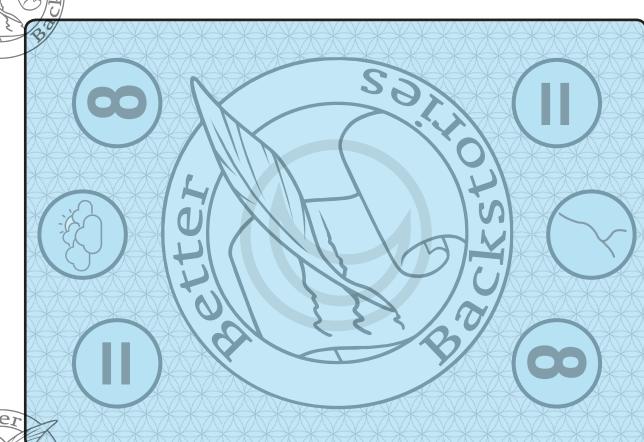
MISSING



Mostly Cloudy
River

from Backer Goodehl

"Were you sure?" she asked.
"Well that can't be good," Holgrin replied.
-Holgrin Thoreaus Elterkin

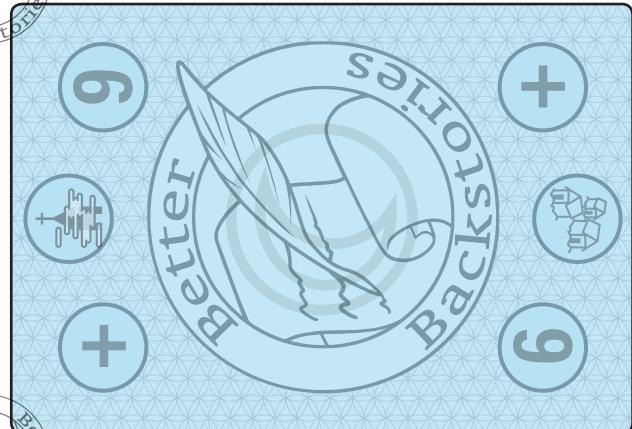


FABLE



Fog
Town

A specific tall tale of adventure or mystery has always fascinated you. You were motivated to emulate the hero of the story, or to discover the truth behind the legend.

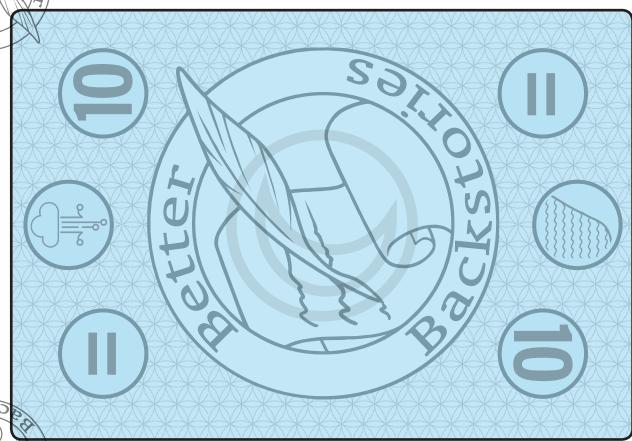


EXPLORER



Hail
Shoreline

You are eager to travel, to seek out new places, and to explore. Maybe you can never find a place you like, or your love of the open road keeps you moving.



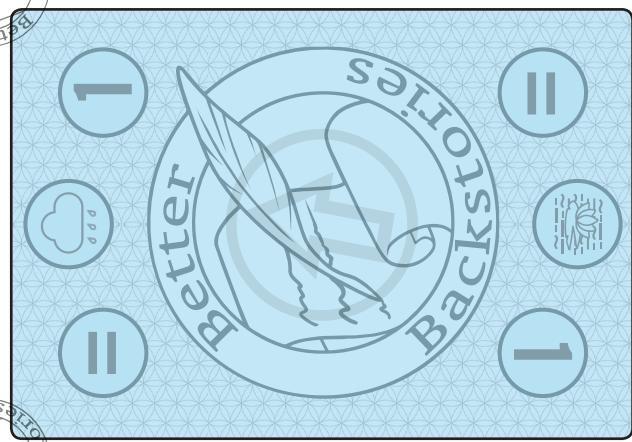
OBSESSION



A family member takes something very seriously.

Rain
Swamp

1. They have a strange hobby.
2. They love history and culture.
3. They fanatically follow the actions of the nobility.
4. They love modern art, books or music.
5. They love the military and/or war.
6. They had a mysterious encounter they don't understand or can't prove.
7. They love architecture.
8. They hate germs.
9. They love nature.
10. They love tales of adventure and mystery..



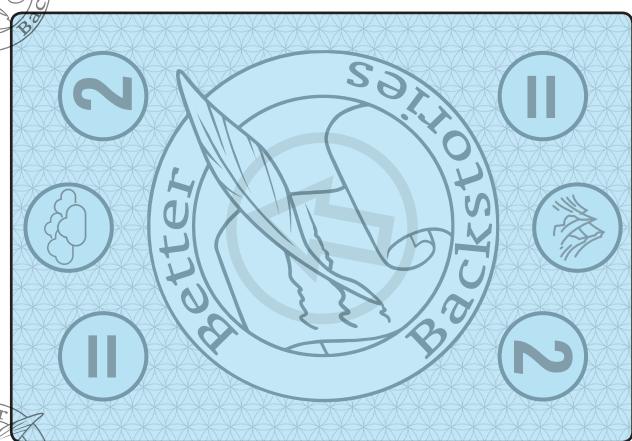
OFFBEAT



You have an interesting personality.

Overcast
Mountains

1. You're overly curious.
2. Clean and orderly.
3. Good sense of humor.
4. You covet certain belongings.
5. You are awed by beautiful things.
6. You try to get along with everyone.
7. You often daydream.
8. Keen attention to detail.
9. You don't get jokes.
10. You prefer to follow others.



from Backer Micah Nielsen

"brush off death so easily you would think it a poor warm wrench."
-The Deathless King, Rilian Blood

from Backer Wooz
"This was happy," he said as the party went over a cliff. -Scipio

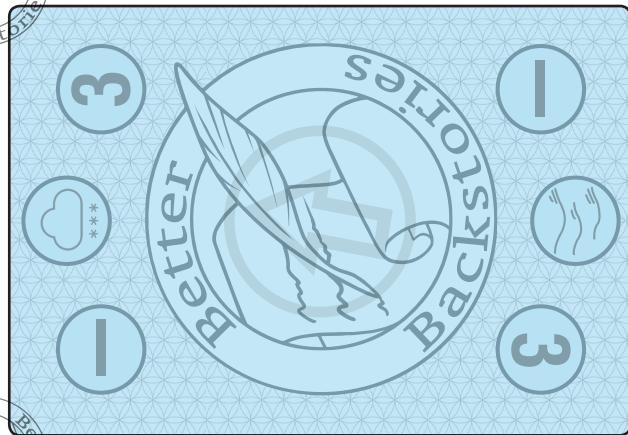
VALUES



You have virtuous goals.

Snow
Flurries
Hills

1. Honesty
2. Family
3. Knowledge
4. You covet a family heirloom.
5. True love
6. Money is the root of all evil.
7. You trust your leaders implicitly.
8. You want power over those who wronged you.
9. Privacy is everyone's right.
10. Fame



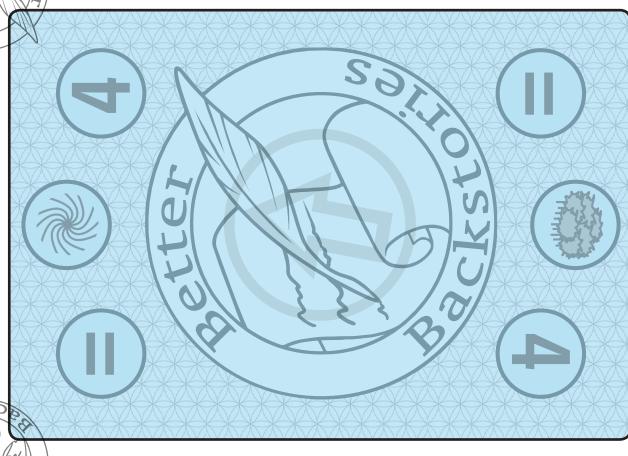
MILITARY



You served for king,
country or corporation.

Hurricane
Jungle

1. Served during peace.
2. Led a squad into battle.
3. War ravaged your homeland.
4. Served aboard a ship.
5. Seen a lot of death.
6. Had to pick a side during a civil war.
7. Had to choose between service or prison.
8. Worked behind the lines, far from the fighting.
9. Service is a family legacy.
10. You're a deserter.



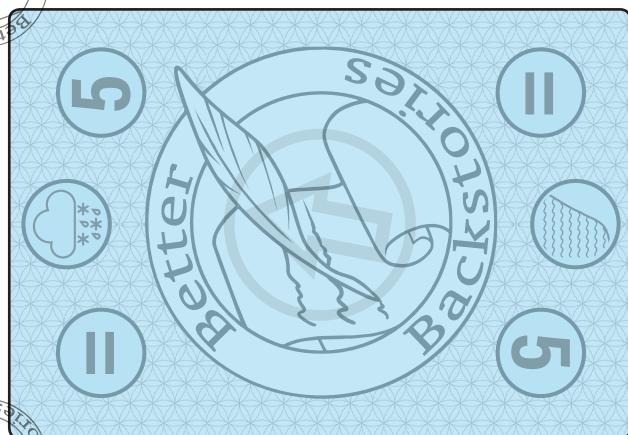
LEGACY



You have taken on
someone else's dream.

Sleet
Shoreline

1. Sister
2. Child
3. Father
4. Mother
5. Best friend
6. Brother
7. Twin
8. Grandparent
9. Lover
10. Other relative



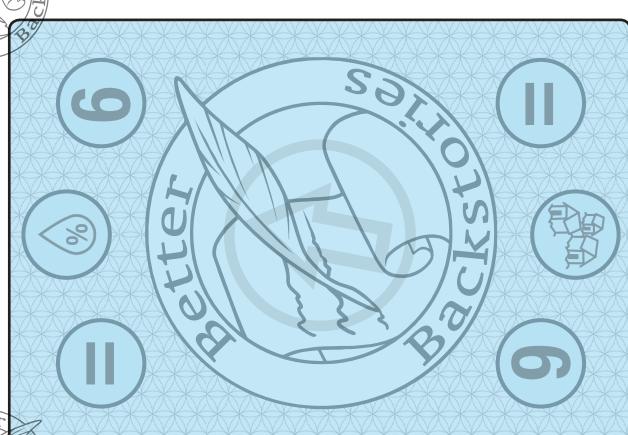
DIRECT

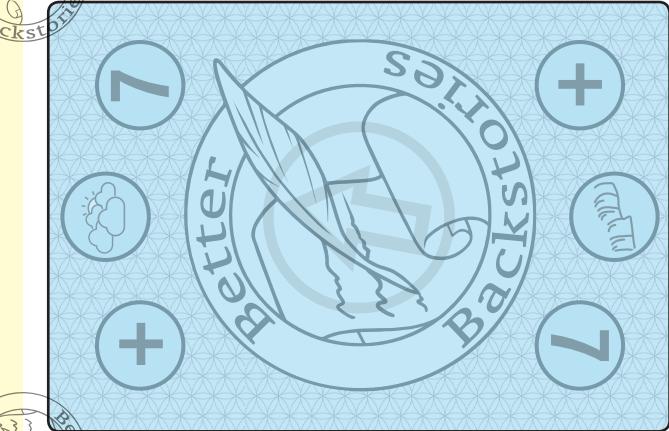


Your beliefs are absolute.

Humid
Town

1. You do the job. Period.
2. Everyone deserves to be free.
3. You just want to have fun.
4. Knowledge is power.
5. What goes around comes around.
6. Every man for himself.
7. Everyone deserves to be treated as equals.
8. You prefer action over words.
9. You are inherently skeptical.
10. Silence is golden.

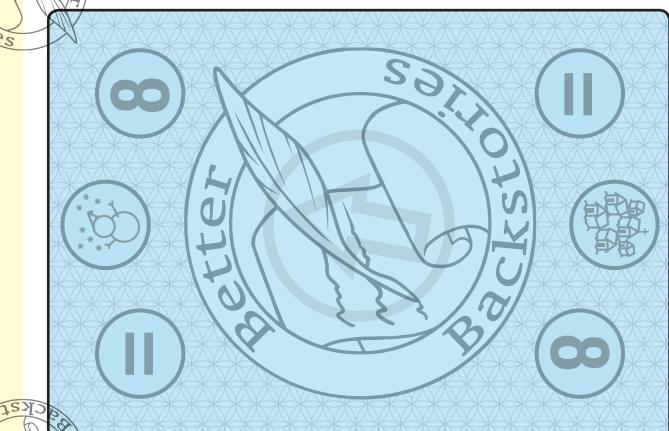




To love and be loved is
the greatest adventure.

Mostly Cloudy
Gifts

1. You have a child or children.
2. Your love is unrequited.
3. You and your lover grew apart.
4. Your beloved was taken away.
5. You had a wild love affair.
6. You fell in love after a rescue.
7. Someone does not approve of your love.
8. You married your childhood sweetheart.
9. You were forced into an arranged marriage.
10. Your beloved cheated on you.



To love and be loved is
the greatest adventure.

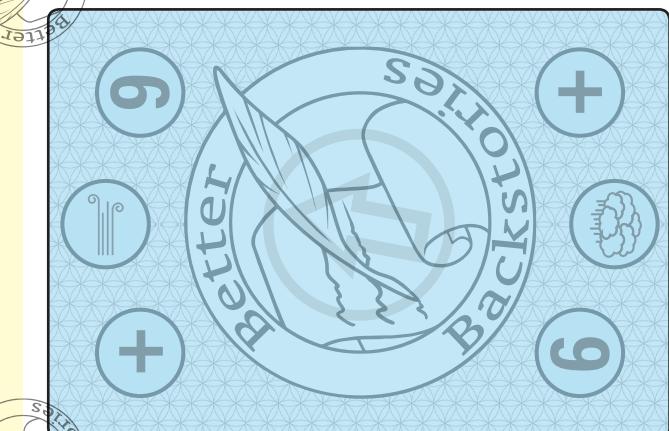
Deep Snow
City

You were part of a revolt or revolution against the ruling powers. You may still identify with their goals, or may always be recognized as a member of the group. The revolution might have been put down or you're in hiding, or could still be ongoing and you're an active member.

from Backer Courtney, Most

"Apparently anything can be a weapon in a fight situation."

-Adenon Zynthus



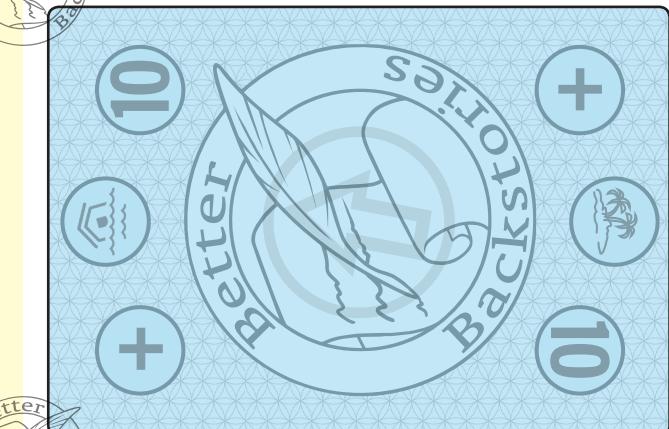
To love and be loved is
the greatest adventure.

Wind
Forest

You are particularly devoted to your lord, country, company or occupation. You might work for them directly, or serve them in secret.

from Backer Chris

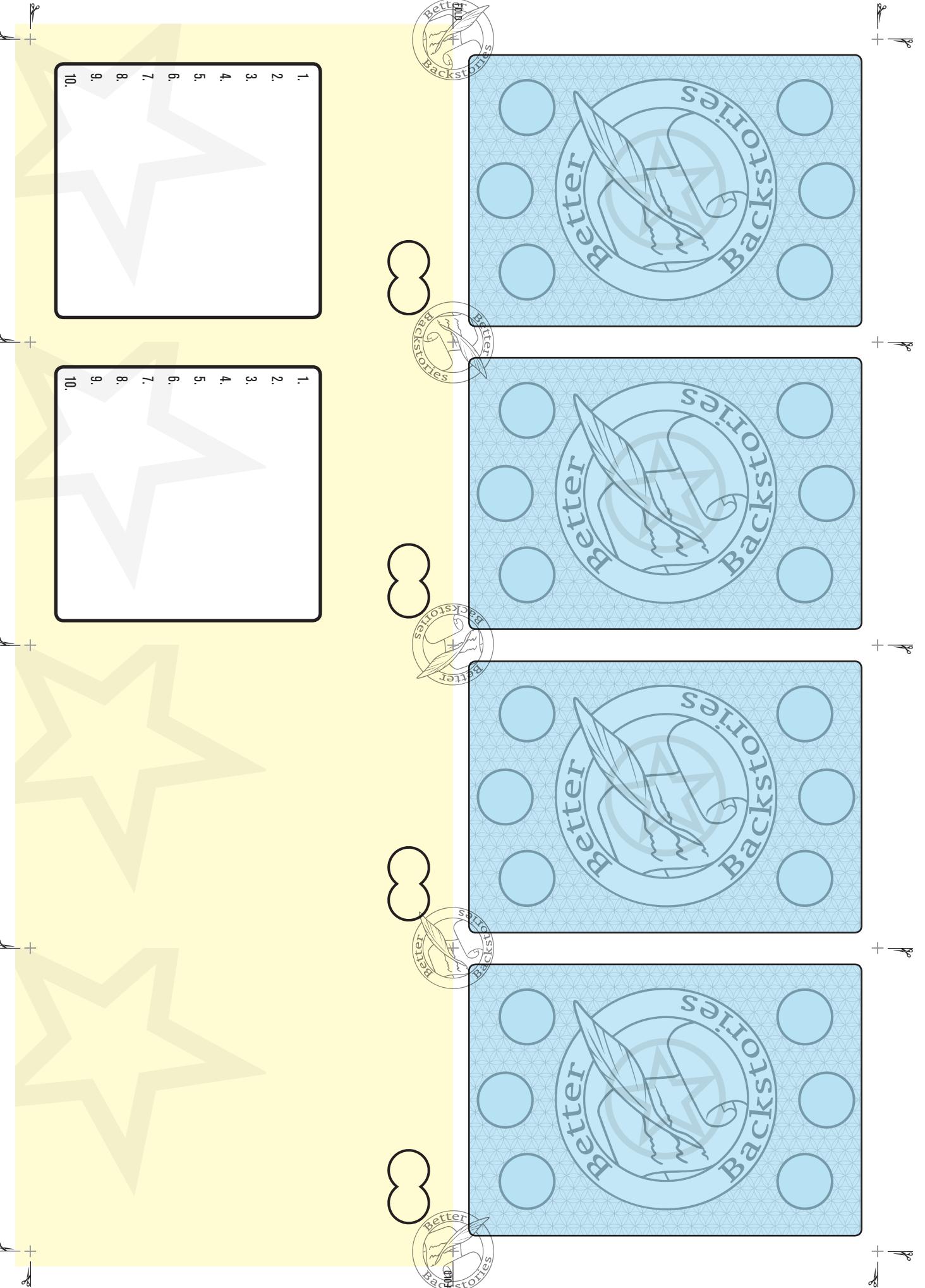
"I know exactly what to do!" -Fletcher

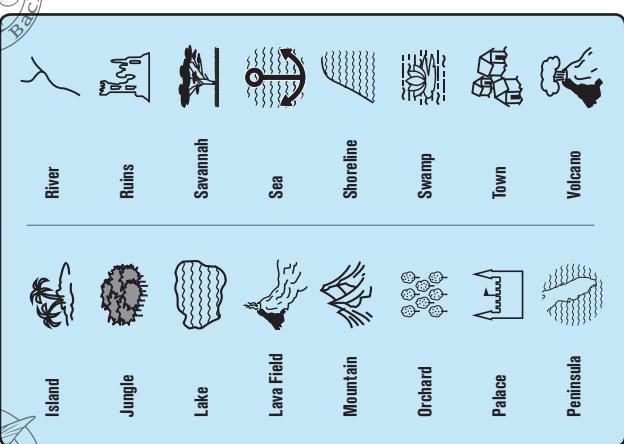
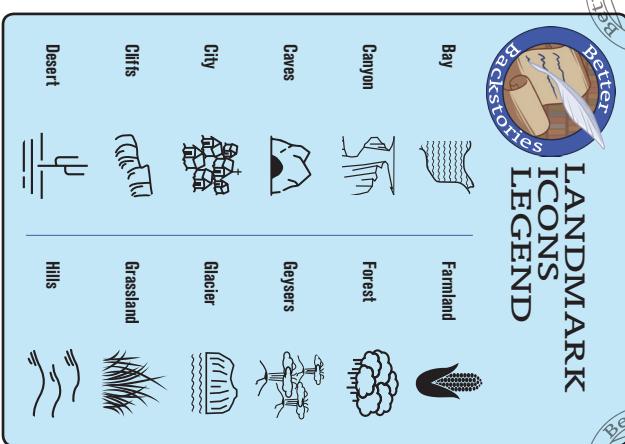
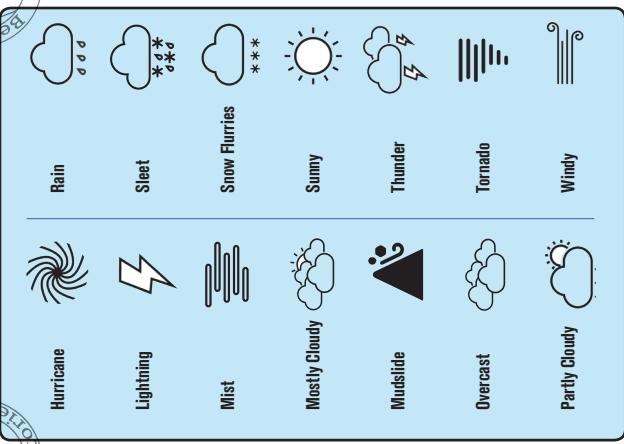
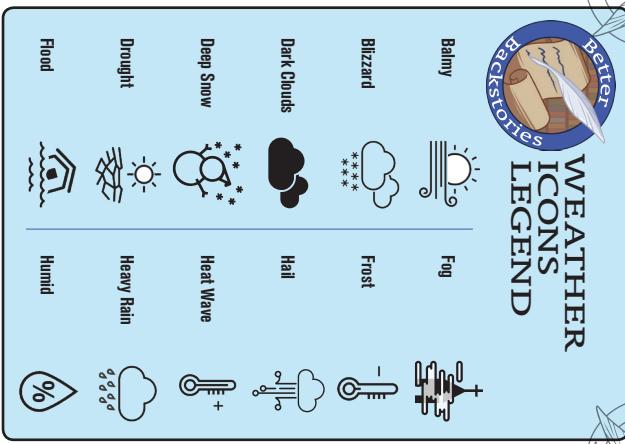
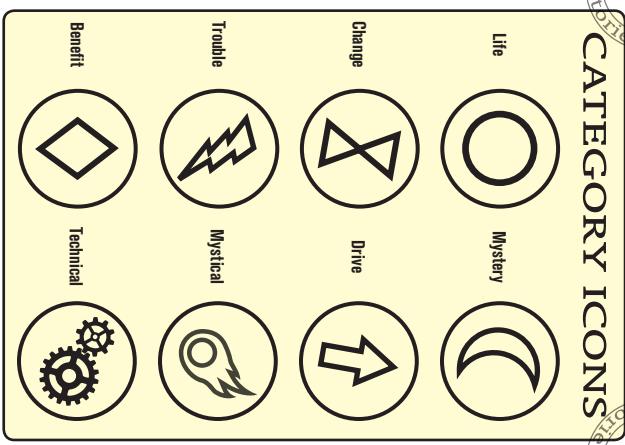
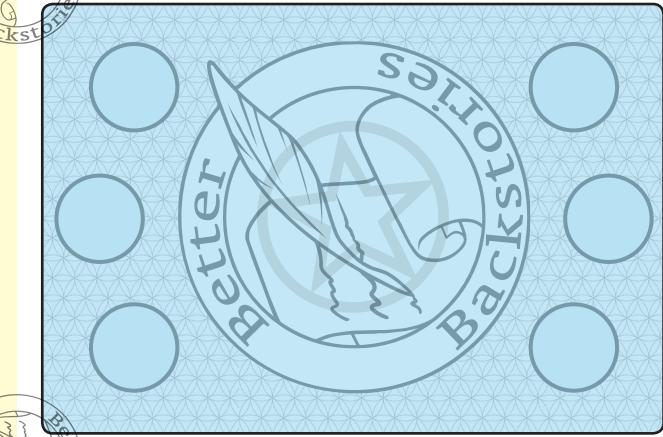
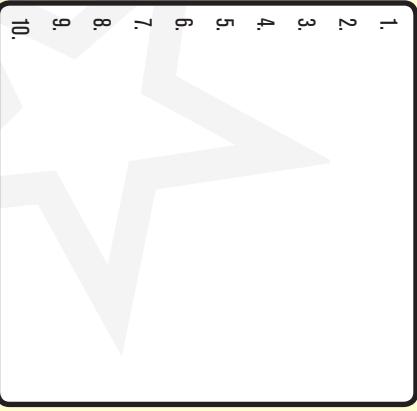


Your heroic sensibilities
are absolute.

Flood
Island

1. Might will set things right.
2. Respect must be earned.
3. Evil must be vanquished.
4. Truth and justice for all.
5. You will never break your word.
6. Life must be protected.
7. You serve those who can't save themselves.
8. Hard work is its own reward.
9. You are always smiling and upbeat.
10. You believe in yourself and that's all you need.





FOLD

+



FOLD

+



FOLD

+



BETTER BACKSTORIES was designed by James 'Jay' Stilipek, Tim Mazurek, and Blazbarros. It was borne out of a love of developing detailed life histories for role-playing characters. Without the help of Kickstarter and 1357 backers, it never would have come to life. Thank you for your support, your trust, and most of all, your money.



ANATOMY OF A CARD

1. Title: FRONT
2. Alignment icon (+, -, =, ?); BACK
3. Category icon:
4. Flavor Text:
5. Weather icon:
6. Land Type:
7. Suggestions Chart (optional):

8. Includes the back text on the back.
9. Provides less details for more specific details.

10. Heart

1. Weapon 2	2. Animal	3. Leaf or Flower	4. Geometric Shape	5. Bone or Skull	6. Letter or Symbol	7. Large emblem	8. Spider or Web
4. You have a difficult relationship.	5. Snow Flurries	6. Grasslands	7. Heart	8. Includes the back text on the back.	9. Provides less details for more specific details.	10. Heart	

1. **BIRTHMARK** = BACK
2. Alignment icon (+, -, =, ?); FRONT
3. Category icon:
4. Flavor Text:
5. Weather icon:
6. Land Type:
7. Suggestions Chart (optional):

8. Includes the back text on the back.
9. Provides less details for more specific details.

10. Heart

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1. Alignment icon (+, -, =, ?); BACK
2. Weather icon:
3. Number (1-10):
4. Land Type icon:
5. Land Type:
6. Letter or Symbol
7. Large emblem
8. Spider or Web
9. Provides less details for more specific details.
10. Heart

1. Alignment icon (+, -, =, ?); BACK
2. Weather icon:
3. Number (1-10):
4. Land Type icon:
5. Land Type:
6. Letter or Symbol
7. Large emblem
8. Spider or Web
9. Provides less details for more specific details.
10. Heart

HOW TO USE BETTER BACKSTORIES

1. **BETTER BACKSTORIES**
2. After shuffling the cards, play a few face-up on a flat surface. You're welcome to use as many cards as you like. Here are some recommendations:
 - 1 card: Random townsfolk
 - 3 cards: Recurring character
 - 5 cards: Beginning hero
 - 8+ cards: Experienced hero

It can be used for short stories, poems, songs, or role-playing characters. The cards can also be used to provide random weather, land forms, and personalities to spice up any story.

3. The cards can be used all together or in smaller groups. For example, if there is no advanced technology in your story, take out the Technical cards. Feel free to customize your deck by removing cards you don't want to encounter.

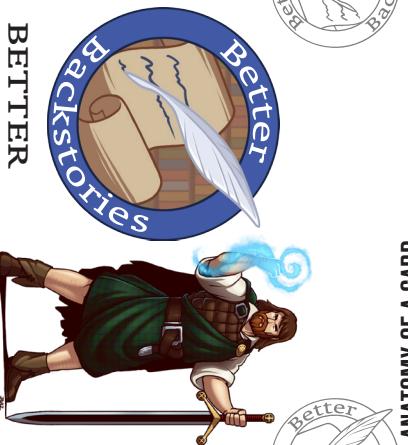
4. The cards are meant to be used for inspiration and brainstorming.

- You can use the Title alone to decide how it relates to your character's backstory.
- Flavor text provides some additional insight into the possibilities of the card.
- Suggestion Charts provide even more options. You can choose one you like, roll a 10-sided dice, or play another card face down and use the number on the back.
- 5. For games, it is recommended you use the cards with your game master so they can help you incorporate your backstory into their plot lines.
- 6. Alignments indicate how this card most likely affected the character. It may be positive (+), negative (-), neutral (=), or random (?). For random alignments, you can pick one, or play another card face down and use the alignment on the back. Alignments are only suggestions, so you can ignore them if you like.

For example, if there is no advanced technology in your story, take out the Technical cards. Feel free to customize your deck by removing cards you don't want to encounter.

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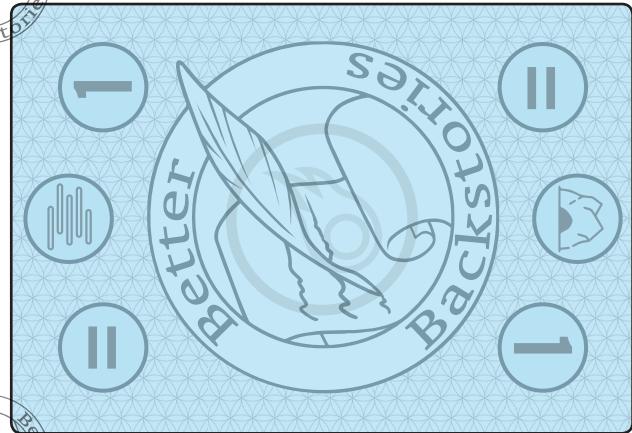


SPELLBOUND ?

Mist
Caves

You believe you have a mystical or supernatural destiny. You may or may not have magical talents.

from Mathieu Roy
"Magic is like fire. It is a fundamental force of the universe. It can get you burned, but when you learn to harness it, you can never live without it." –Elyane, Rogue Witch

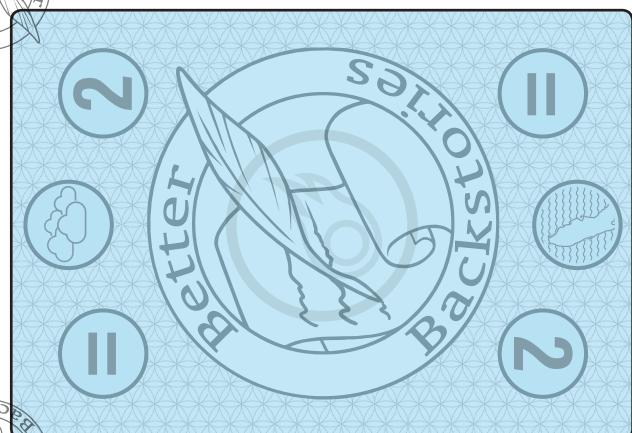


BEWITCHED ?

Overcast
Peninsula

Someone in your life had a curious encounter with a magical creature. This could be a tale you've heard, or something more real passed down to you.

from Backer Christian Cooper
"Rule one for picking a door's lock: the door is warm to the touch, it's always a mimic." –witch

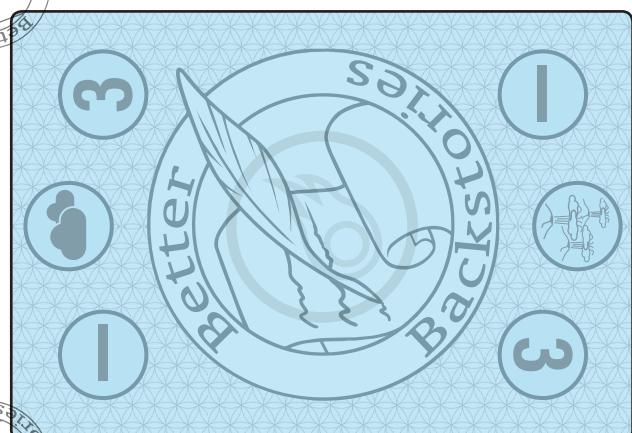


REINCARNATED ?

Dark Clouds
Geysers

You have lived in a past life, or you believe that you have. You may have been someone powerful, evil or even mundane.

from Backer Ryu Unknown
"The longer you survive, the more aimless the world becomes. Find your purpose in this life before it consumes you like the sunless void." –you Unknown

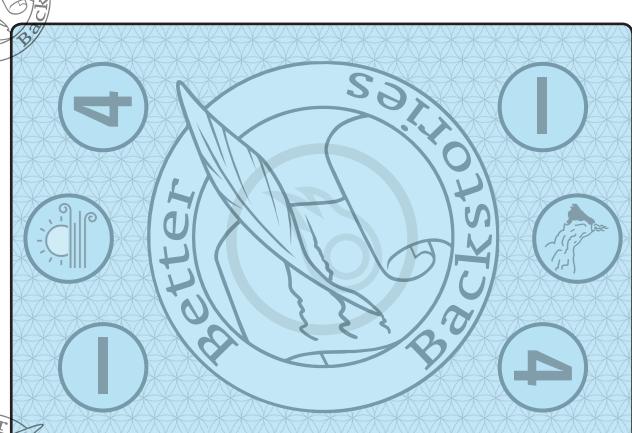


OCCULT

Balmy
Lava Field

You or your family were involved with a cult. You may still be a member, or you escaped. Either way, the teachings still affect your life.

from Backer Chris Cheung
"Sadly the tales of me gorging on corpses are not fabricated. Exaggerate? Sure. Embellish? Absolutely. I know that doesn't really help." –Rygel of Sable City



SPIRITUAL

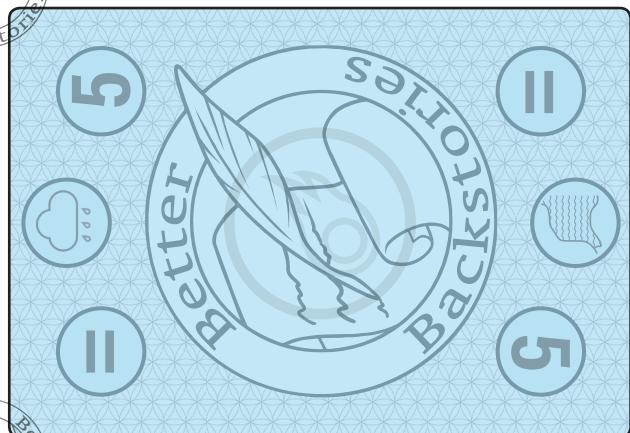


Rain
Bay

You grew up with new age and/or holistic tendencies. You either believe in or openly debunk the power of things like crystals, aura massage, astrology and/or aromatherapy.

1. Summoning or Runes
2. Illusion or Divination
3. Conjuration or Binding
4. Healing or Necromancy
5. Ki or Blood Magic
6. Apportion or Transformation
7. Warding or Charms
8. Elements or Alchemy
9. Psionics or ESP
10. Thaumaturgy or Evocation

from Backer Taylor Schmidt
"When I was in the order I knew all their rules and regulations, but out here I can see exactly what they were preparing me for."
-Isabel, Paladin of the Alabaster Legion

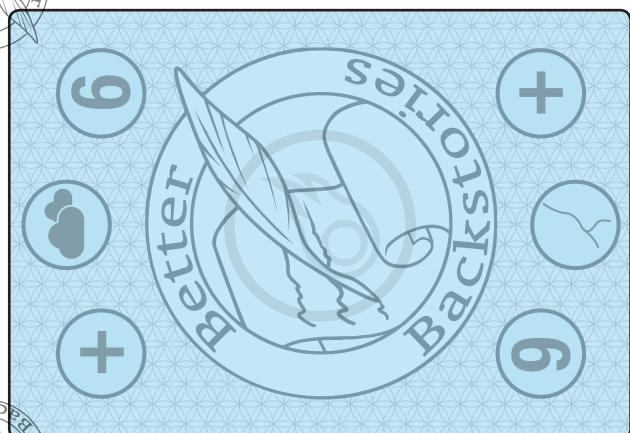


MAGE



A relative was skilled in magic or some other mystic art form.
Dark Clouds
River

1. Abnormal eyes or Ears
2. Odd skin
3. Curious smell
4. Wandering freckles
5. Vestigial wings
6. Extra finger(s)
7. Spines or Feathers
8. Small tail or Horns
9. Unique hair
10. Strange aura

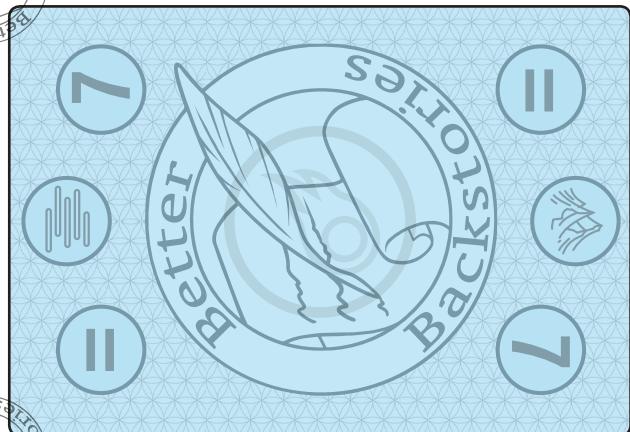


GLOW



You have a minor mystical feature.
Mist
Mountain

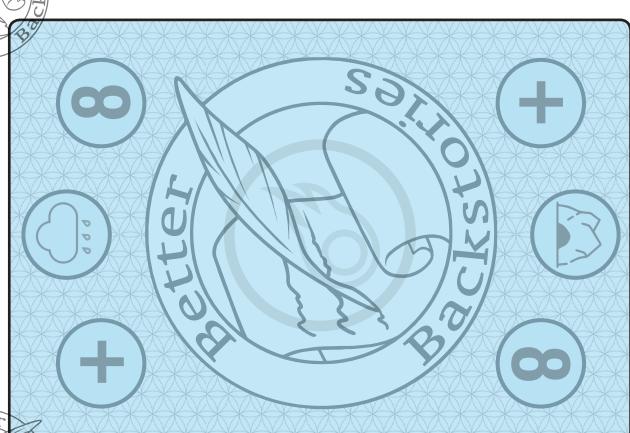
1. It only speaks to you
2. Doesn't like you
3. Lazy
4. Secretly a transformed being
5. Appeared mysteriously
6. Always plays Good cop or Bad cop
7. Different ideals or alignment
8. Inherited
9. Easily misplaced
10. Hyperactive



FAMILIAR



You have a small magical creature bound to you.
Rain
Caves

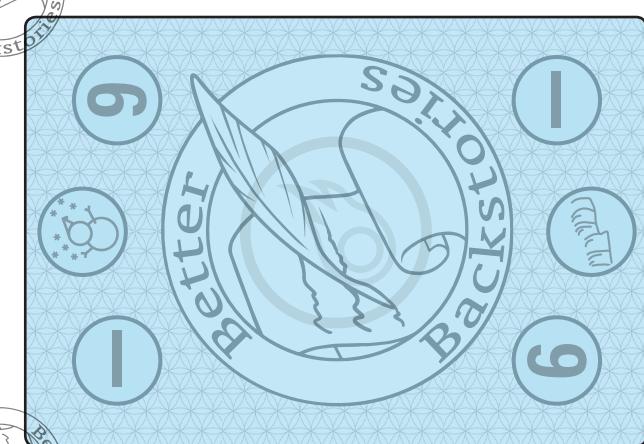


HAUNTED

A dark event has cast
a shadow on your life.



1. Performed dark deeds
2. Touched by a ghost
3. Perpetual scowl
4. Related to a dark wizard
5. Fear of the unknown
6. Witnessed dark forces
7. Survived an exorcism
8. Afraid of things with faces or simulacrum
9. Attracts ghosts or demons
10. Learned forbidden knowledge

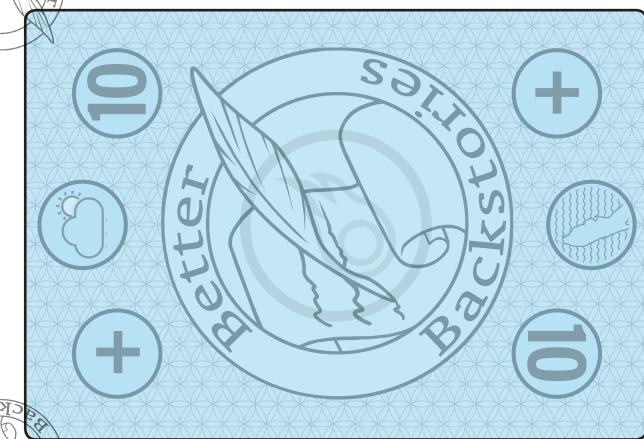


PROPHETRY

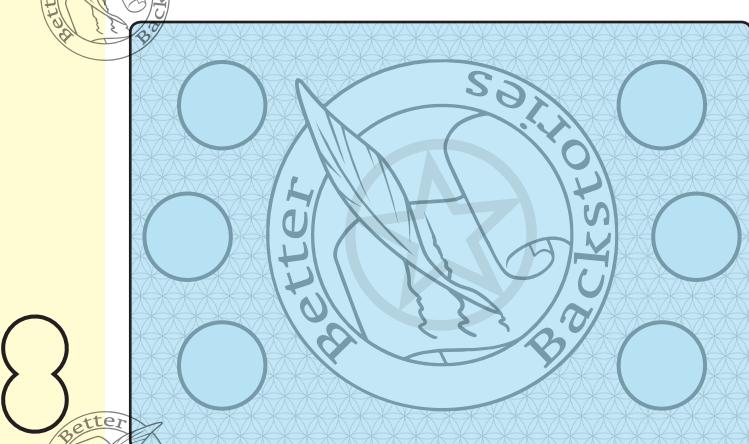
You've had a vision or
some view of the future.



1. Saw your own death
2. Ghosts
3. An unfamiliar item
4. Whispering voices
5. A grand triumph
6. An unknown face
7. Demons and/or angels
8. A recurring dream
9. Something with animals
10. A mysterious location



- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.





- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.

You have a way with mechanical and/or electrical things. Machines got workings and they talk to you.

from Backer Sarah's Bad Ideas
"There is no way that should've worked!" -Sara

from Backer David Martin
"I'm skilled in several things; I know arcane type knowledge ...
I'm good at reading historic details ... I'm exceptional at lying to people (don't worry about it)." -Foxglove

KNACK

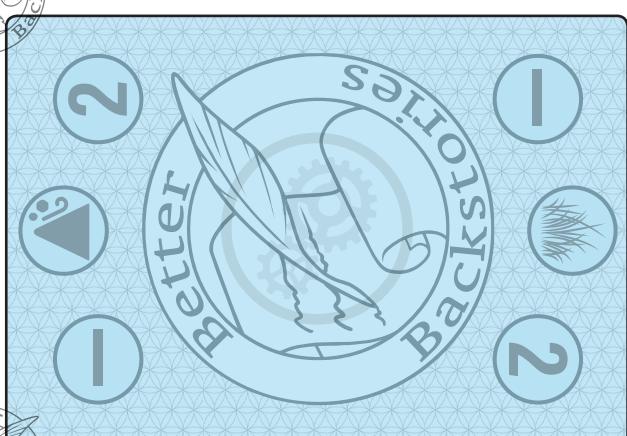
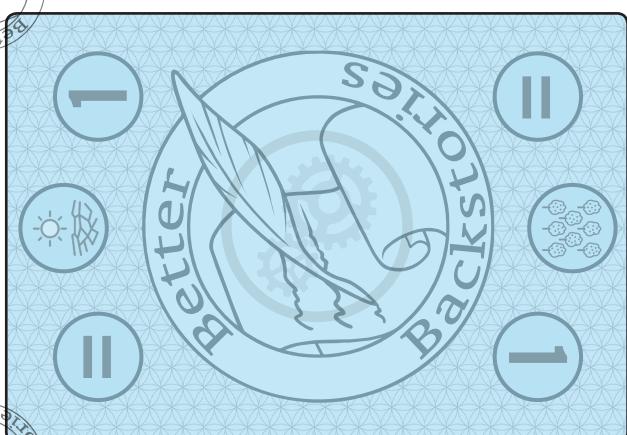
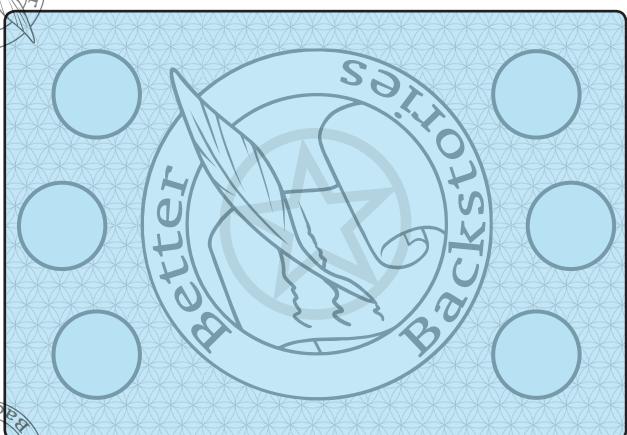
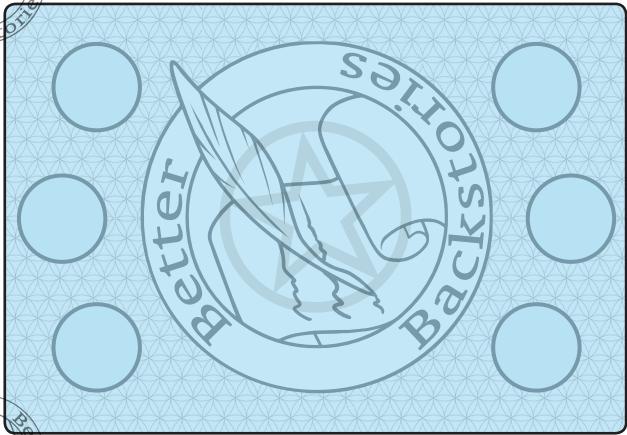


Drought
Orchard

Technology always seems to malfunction around you. From scissors to mainframes, the darn things just don't work right.

Mudslide
Grassland

GLITCH



TECHNOCRAT ?

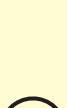


You believe problems can be solved with technology. Perhaps we could even achieve utopia through science.

from Backer Chris Rubenshah

"Information wants to be free... But it'll cost you!" - Caitlin O'Brien

MODERN



You are always focused on progress. Bigger, better, stronger, faster is the way to go.

from Backer JD "Firefly"

"Hh, Hh!" he said, waving crazily. "Let's go to the BLUE BOX!"

-Loneby Old Wizard What's His Name Again?

COMMUNICATION =

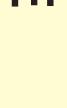


Languages and codes come easy to you. This may also be a form of pattern recognition.

from Backer James Pihlainen

"Sometimes, I think maybe I'll talk my way out of the situation, and then think maybe it's better to just hammer out the situation." -Imater Felthammer

DEVICE



1. Curious puzzle
2. Gives strange cravings
3. Appeared mysteriously
4. Unidentified power source
5. Changes shape or form
6. Made of a odd material
7. Covered in unknown runes
8. Behaves strangely at certain times
9. Seems to be part of something bigger
10. Created by a relative

from Backer Chris Rubenshah

"Information wants to be free... But it'll cost you!" - Caitlin O'Brien

REPLACEMENT?

You have some sort of body modification.

Mostly Cloudy
Orchard

1. Arm
2. Eye
3. Head
4. Looks real
5. Transplant
6. Full body
7. Finger
8. Chest
9. Ear
10. Leg

IMPACT

An otherworldly event has touched your life.

Fog
Sea

1. Meteorite sighting or landing
2. Saw unexplained lights in the sky
3. Abducted in your sleep
4. Unexplained physical damage
5. Dreams of spaceflight
6. Affinity for the stars
7. Missing time
8. Visited by something alien
9. Connected to a conspiracy theory
10. Realized you are a sleeper agent

APPLIED

You are familiar with a hard science.

Flood
Canyon

1. Chemistry
2. Meteorology
3. Physics
4. Aerodynamics
5. Electro-magnetism
6. Sociology
7. Mathematics
8. Mechanical Engineering
9. Astronomy
10. Biology or Genetics

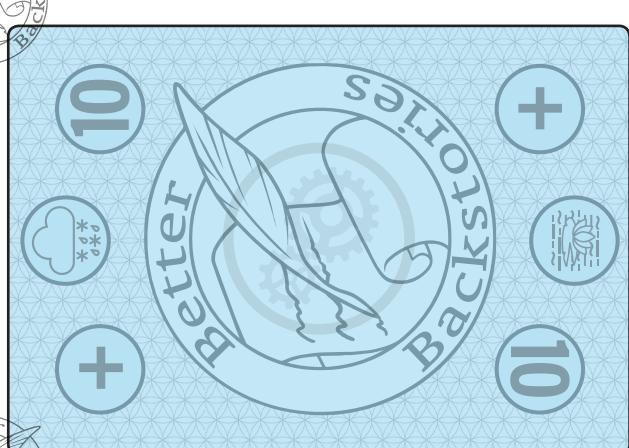
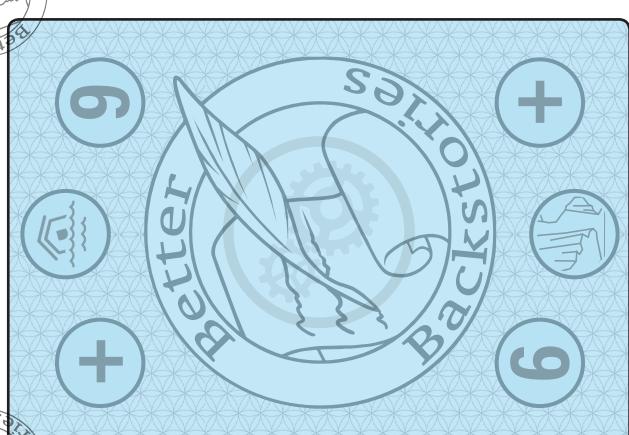
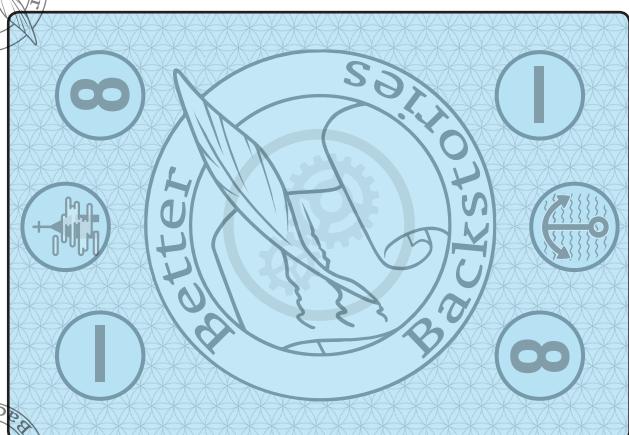
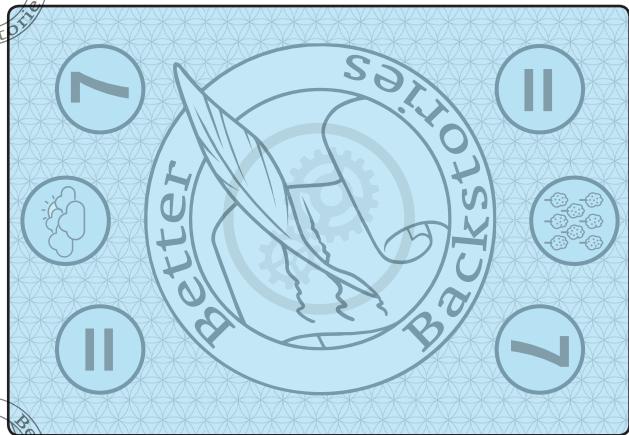
EDUCATION

You were provided specialized teaching.

Sleet
Swamp

1. Tutored
2. Apprenticeship
3. Military academy
4. Parent was a teacher
5. School of hard knocks
6. Home-schooled
7. Entertainers college
8. Earned a scholarship
9. Work-study program
10. Boarding school

+



It is recommended that you print on heavy weight paper or cardstock. Cut along the solid, pink lines carefully with scissors or Xacto blade. Score along the dashed, pink lines lightly with the edge of the scissors or blade. Carefully fold all dashed lines at 90 degrees. Glue, tape or staple the marked panel to form the box. Fold all other flaps inside, to close the top and bottom of the box.

SCORE/FOLD

CUT

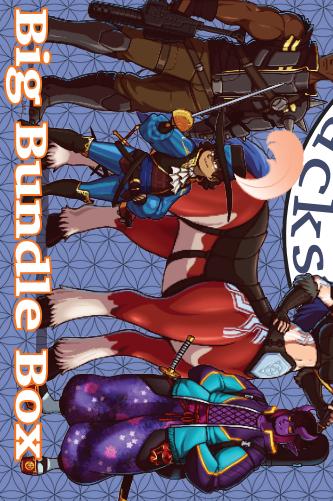
Better Backstories

Big Bundle Box

Better
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Better Backstories

Drama is based on meaningful connections. I like Skywalker's story becomes so much deeper when it is revealed that Darth Vader is his father. Citizen Kane

becomes more dramatic when we learn what Rosebud really means. Imagine how our character's adventure would be if the big bad at the end turned out to be their long lost sister?

Welcome to Better Backstories, a life history generator for

adding depth to your fictional characters. With the flip of a few cards, your Half-Orc Fighter gains a family heirloom and a fear of open spaces. This system is genre neutral and works for role-playing games, creative writing, or even song writing. The cards can also be used to generate random weather patterns and map features.



Illustrations by Blazbaros

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GLUE, TAPE OR STAPLE