



WEATHER

Sunny
Desert

You have a distinguishing feature.
Snow Flurries
Grassland

Unfortunately some things never go your way.
Rain
Mountains

You were born at a strange time.
Heavy Rain
Farmland

Windy
City

Frost
River
Your early life was fraught with sadness.

Partly Cloudy
Sea
You had an interesting hobby during childhood.

Thunder
Island
The family home, or at a friend's home.

Never go your way.

Hidden

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.

from Backer, Justin Alexander Dorsev
"Grand Tell and Shake The Heavens!" - King Alexander XVII

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 child in an accident.
9. You were born during a plague.
10. One of your parents tried to kill you.

BIRTHMARK

Snow Flurries
Grassland

Unfortunately some things never go your way.
Rain
Mountains

You were born at a strange time.
Heavy Rain
Farmland

Windy
City

Partly Cloudy
Sea
You had an interesting hobby during childhood.

Thunder
Island
The family home, or at a friend's home.

Never go your way.

Hidden

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

CURSED

Rain
Mountains

You were born at a strange time.
Heavy Rain
Farmland

Windy
City

Thunder
Island
The family home, or at a friend's home.

Never go your way.

Hidden

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.

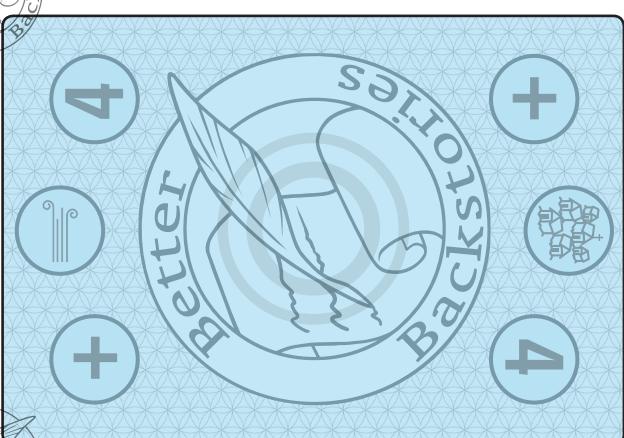
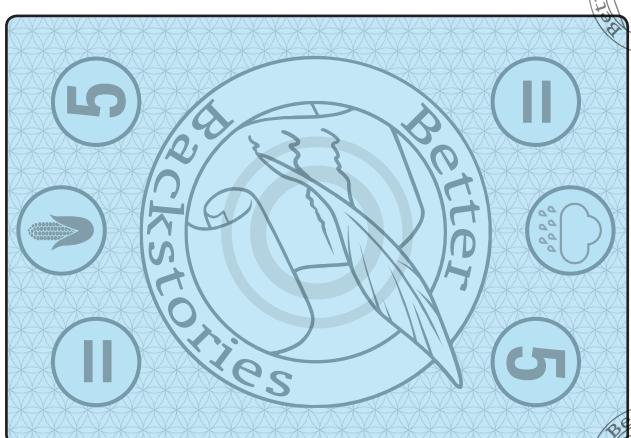
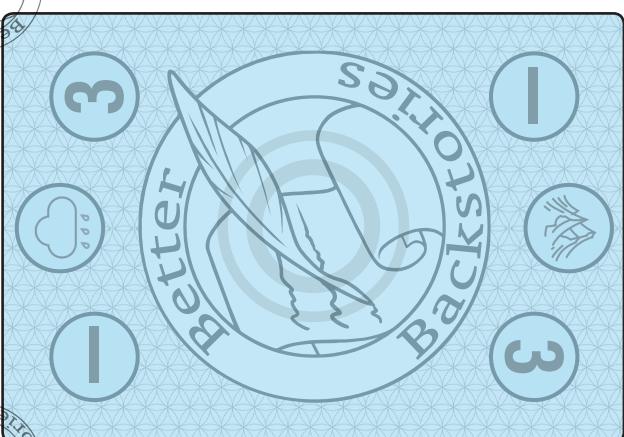
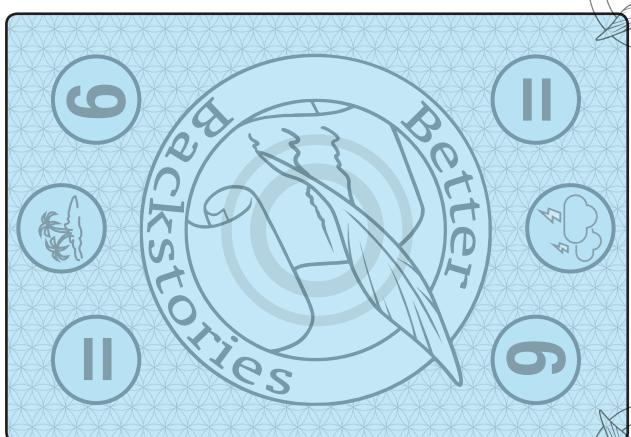
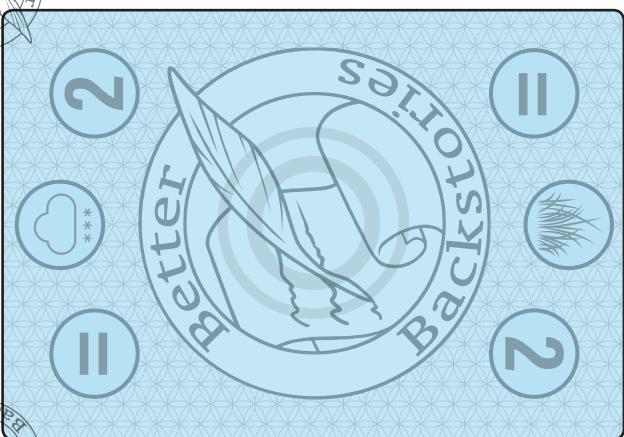
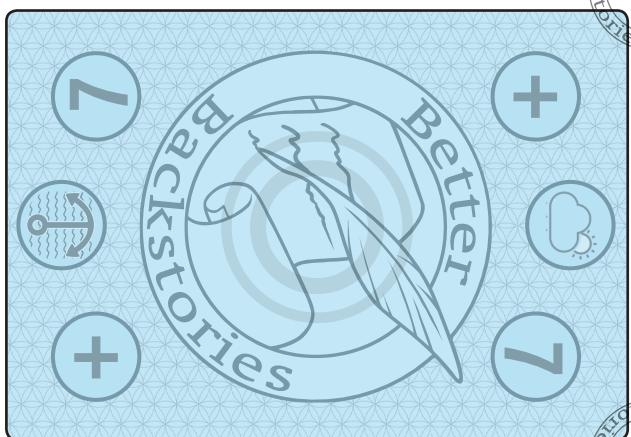
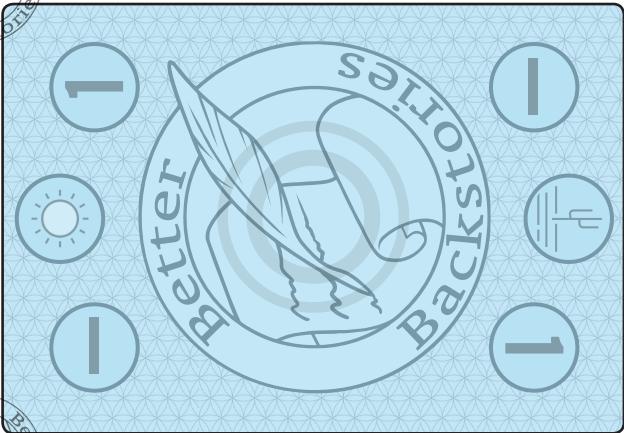
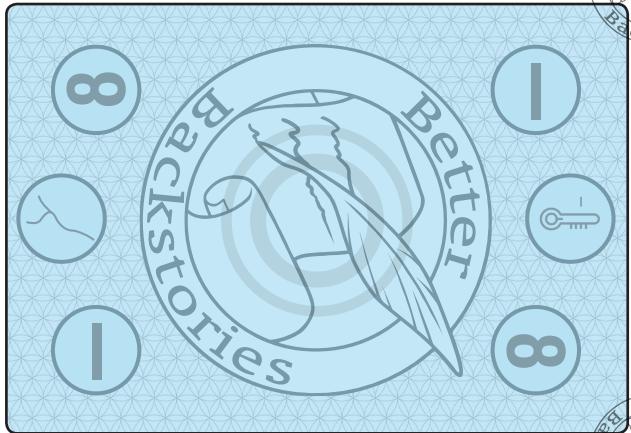


1. A cave.
2. A barn or farm building.
3. The family home, or at a friend's home.
4. A far off place.
5. A vehicle while traveling.
6. A prison.
7. A temple or hospital.
8. A tavern or office.
9. Out in the Wilderness.
10. A palace.

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

"You have no number and the police archives seem to be lacking your birth certificate. So who are you, Mister Mysterious?"
- Detective Maddox, New Angeles Police Department
from Blazbaros

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.





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.

INSPIRING

Overscast
Farmland

You have a large heart.

PET

You have or had
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

WEALTHY

Thunder
Hills

You have a large heart.

THRIFTY

Ruins

Your family comes from above

- 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.
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

CELEBRITY

Sunny
Ruins

Your family is
or was well known.

Grassland

- 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.
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

ANIMALS

Snow Flurries
Shoreline

A family member is
or was well known.

Lake

- 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.
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

SHINDIG

Windy
Lake

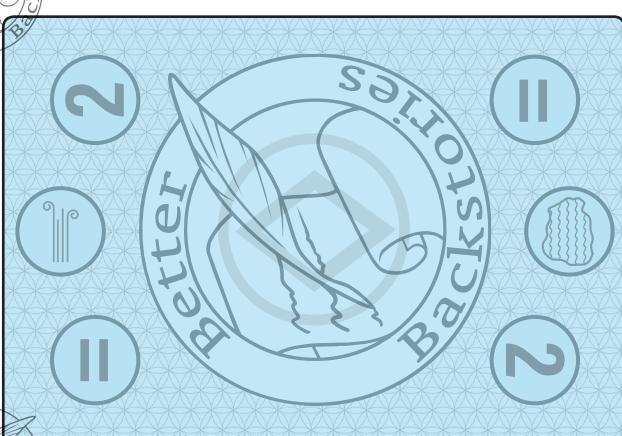
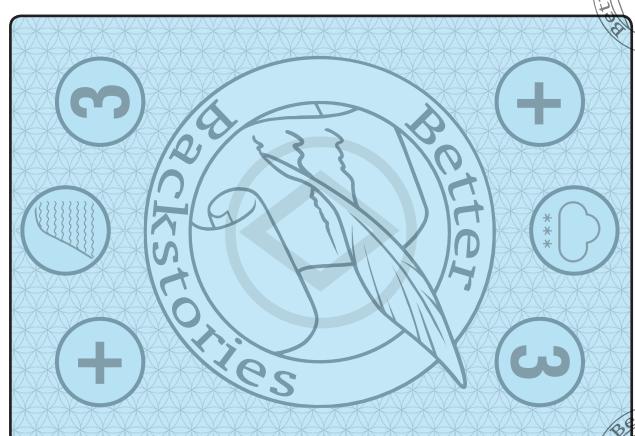
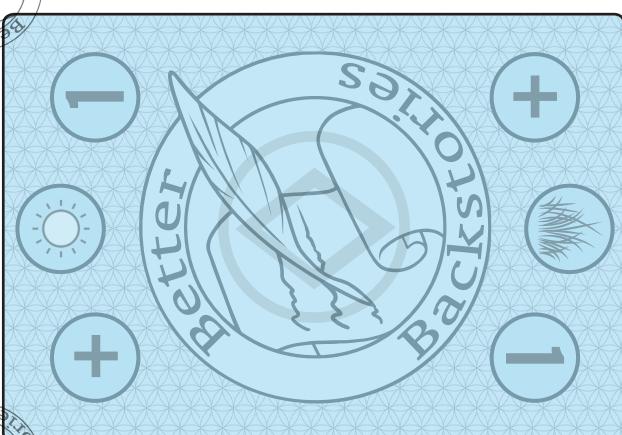
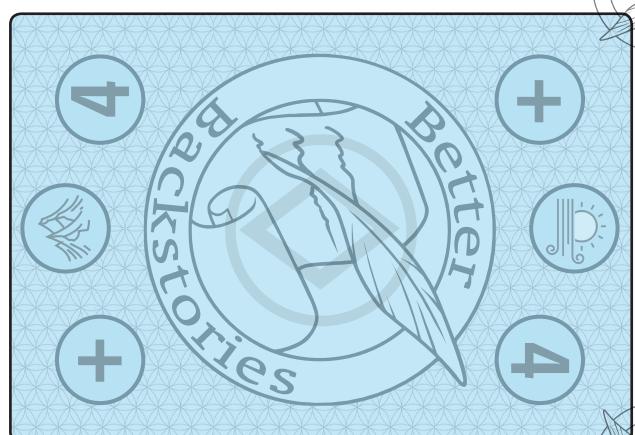
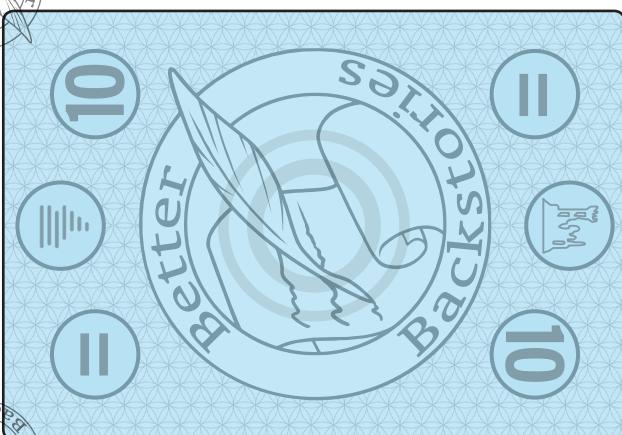
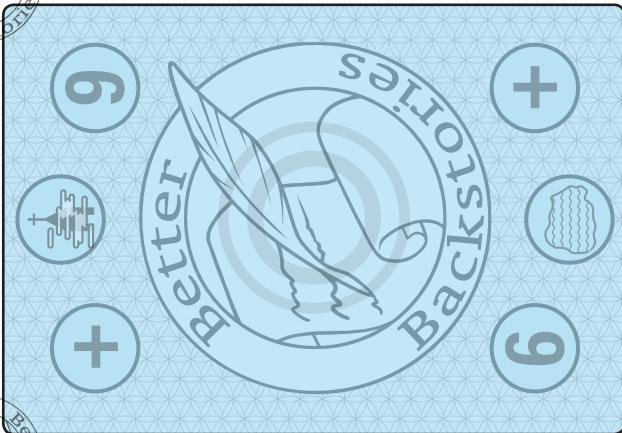
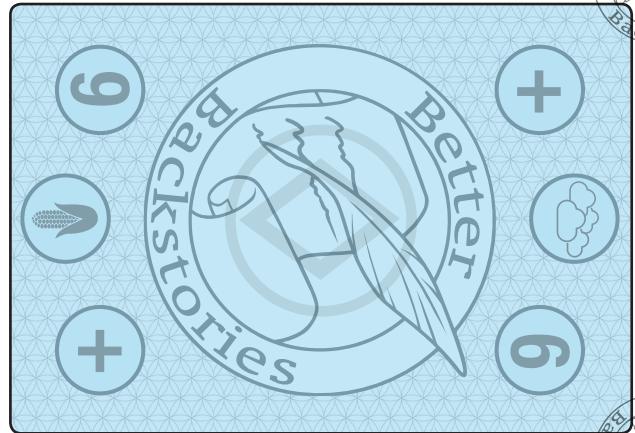
Your family threw
a big party for you.

Grassland

- 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.
1. Received a noble title.
 2. Met your true love.
 3. Got a personal attendant or slave.
 4. Bequeathed a family heirloom.
 5. Given your first weapon.
 6. Gained your inheritance.
 7. Received a map and a key.
 8. Reacquainted with a long lost loved one.
 9. Given a special book.
 10. Got a horse or mount.

1. You are helpful to strangers.
2. You are very punctual.
3. You are patient and calm.
4. You are careful with your money.
5. You are respectful and polite.
6. You are warm-hearted and friendly.
7. You are sure of yourself.
8. You prefer to get things done quickly.
9. You always tell the truth.
10. You are adept at making peace between people.

from Jay Stilipec
"Had I not been abandoned as a baby, who knows where I might be in this life?" -Ferros Stonecore





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



DEATH

Blizzard 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.



FAMOUS

Grassland Bama

Your family struggled with the

working the land, watching
basest ne’cessities, possibly
be the only life you’ve known,
or you were there when things
took a turn for the worse.

from Backer Koix The Kobold
“If you don’t really want to know what I did, don’t ask,” she said
with an innocent smile. -Koix The Kobold



DESTITUTE

Windy Desert

Your family struggled with the

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.

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



UNPOPULAR

Hilly Sandy

Sometimes bad things happen.

Sometimes bad things happen.
1. You have a little tail.
2. Wild animals attacked your farm.
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.



PATRON

Hilly Sandy

You have or had an

influential supporter.
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

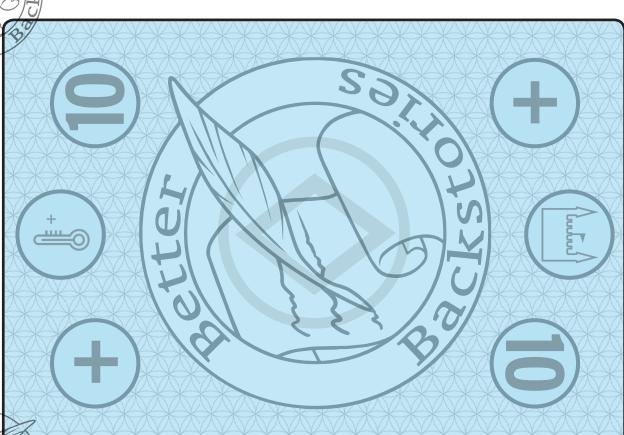
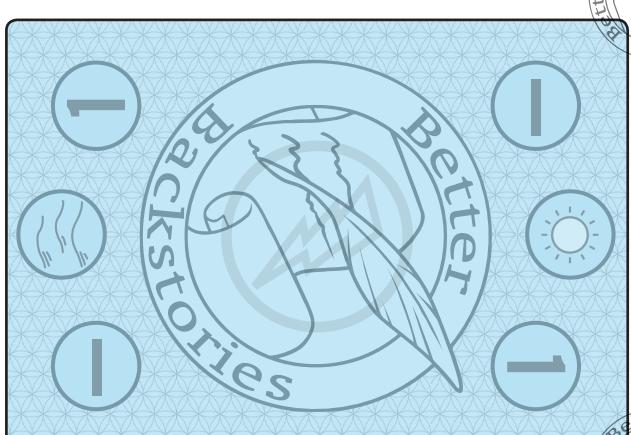
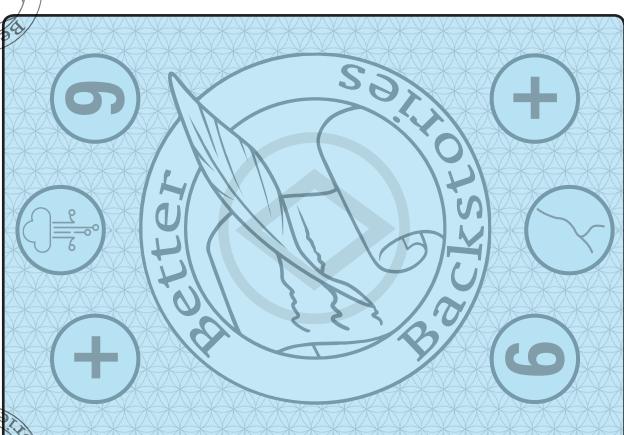
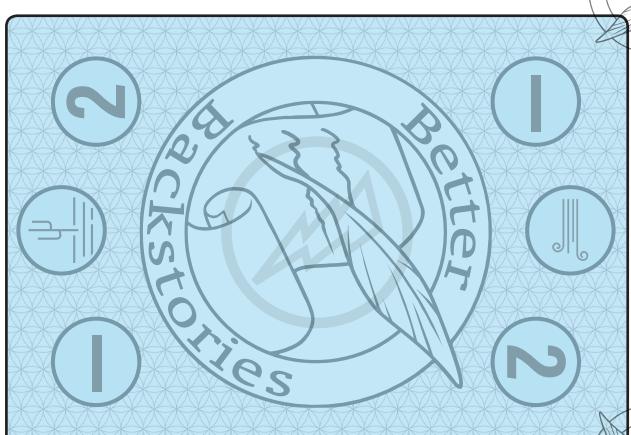
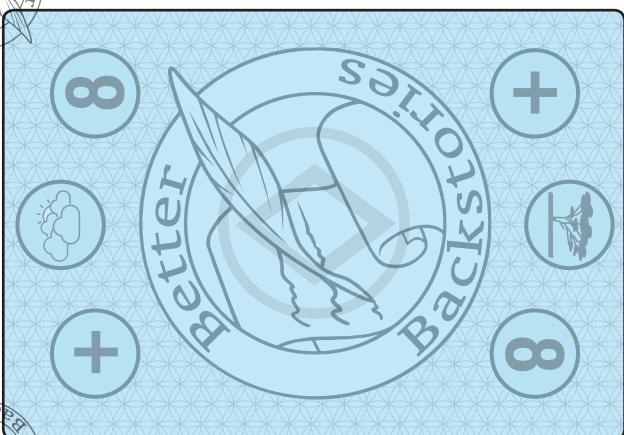
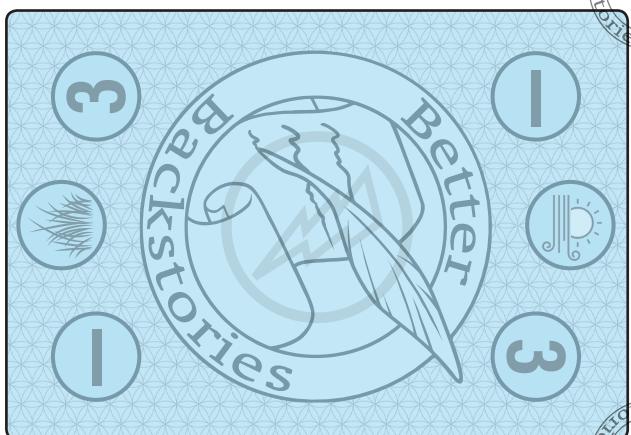
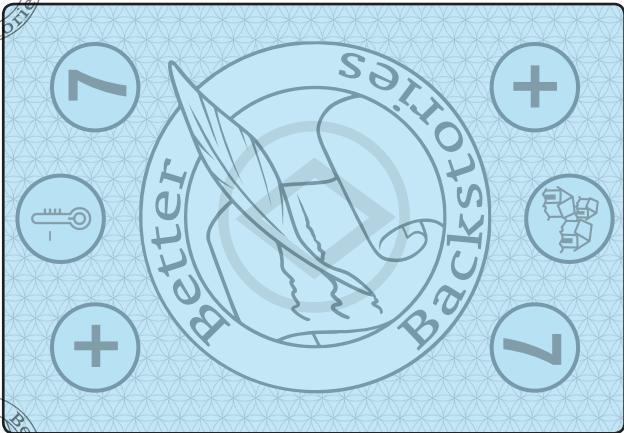
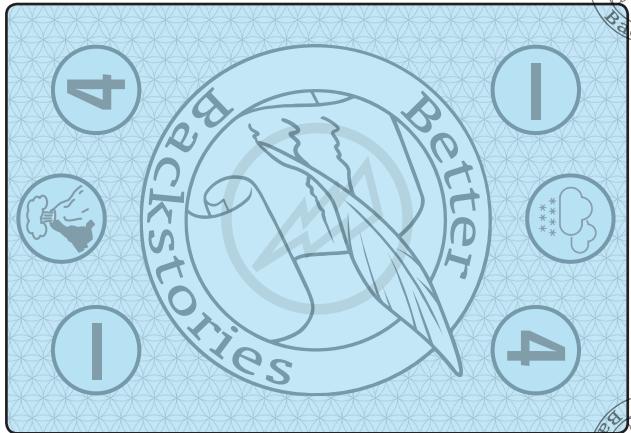


TRAGEDY

Heatwave Palace

Sometimes bad things happen.

Better Backstories





KIDNAPPED

WORL'DLY

You were taken
and held for a time.

Party Cloudy
Glacier



1. In the end, the kidnapper escaped.
2. You were suddenly abandoned.
3. Your family paid the ransom.
4. You were told disturbing information.
5. You escaped on your own.
6. You were tortured.
7. You were rescued very quickly.
8. You were brainwashed.
9. You were taken on a long journey.
10. You were sold into slavery.



INFAMOUS

TATTOO

A family member was
known but not liked.

Overcast
Forest



1. Assassin
2. Criminal
3. Unlucky or Cursed
4. Bureaucrat or Tax collector
5. Informant
6. Doomsayer
7. Sheriff or Legislator
8. Town fool
9. Member of the secret police
10. Known for a near death experience.



1. You're seeking vengeance.
2. You are only out to make money.
3. You're trying to forget the past.
4. You lied to get something you wanted.
5. The way you see it, some people are just asking to be swindled.
6. You don't really care about the affairs of others.
7. You are selfish and self-serving.
8. You trust no one.
9. You always look at the bad side of things.
10. You take what you want.



SCOUNDREL

SOURPUSS

You do what has to
be done for yourself.

Mostly Cloudy
City



A villain caused great pain
to you or your family. Maybe
they took your family holdings,
threatened your homeland, or
killed a family member.

Deep Snow
Lake



DESPOT

PHOBIA

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.

Thunder
Town



"Living is not for the weak."
—Frakas, Mercenary

from Backer Jim Pinkston
"Living is not for the weak." —Frakas, Mercenary

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.

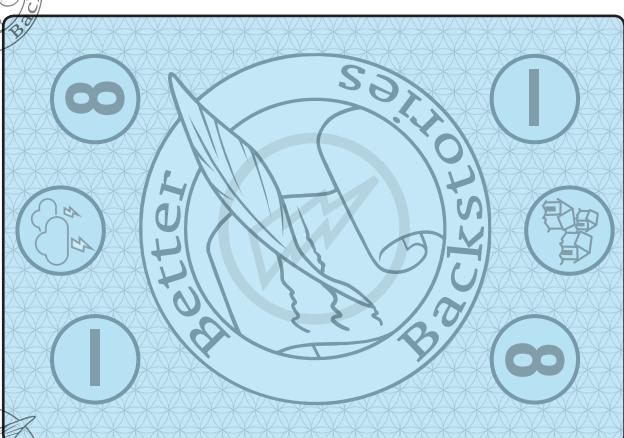
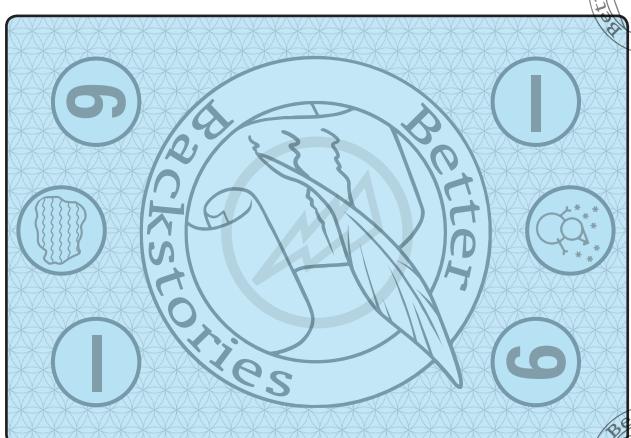
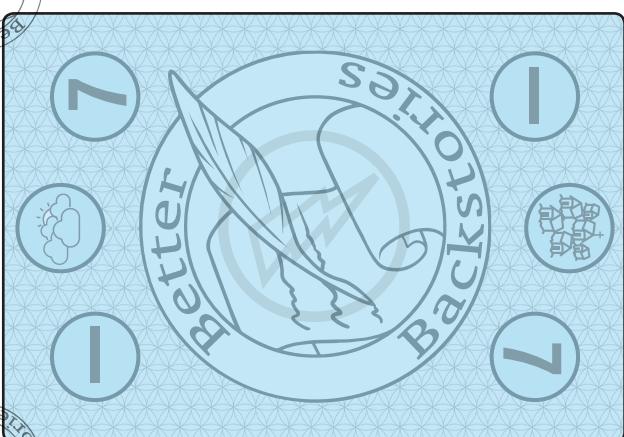
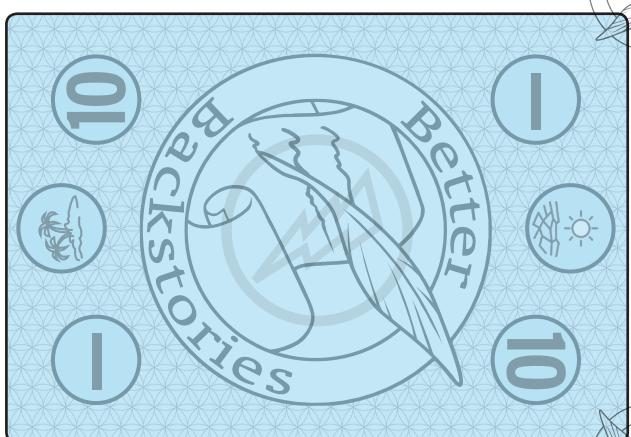
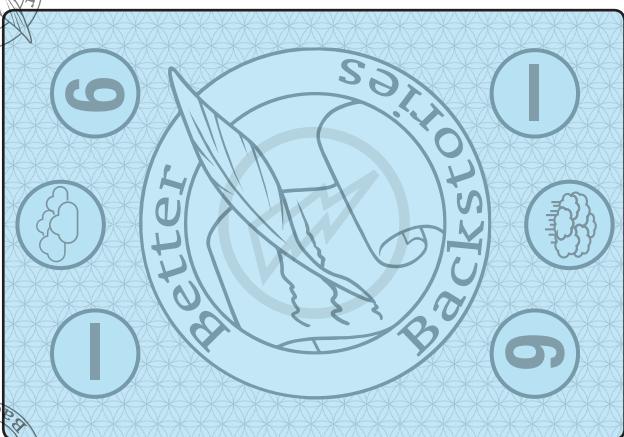
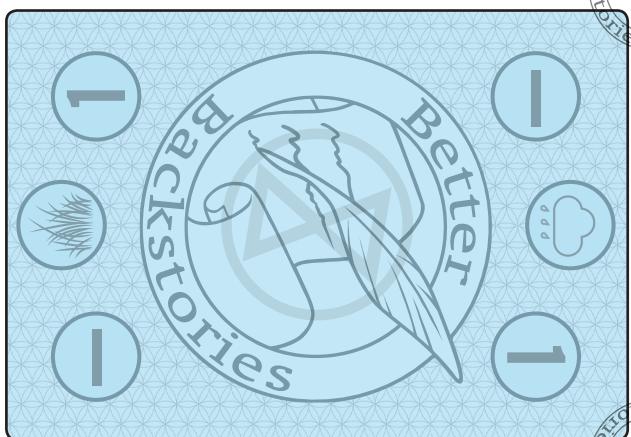
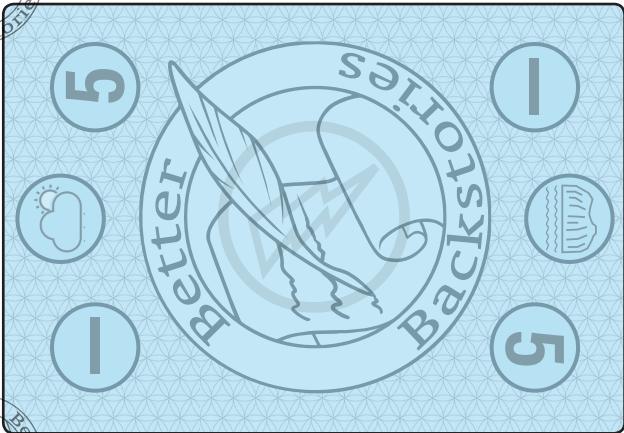
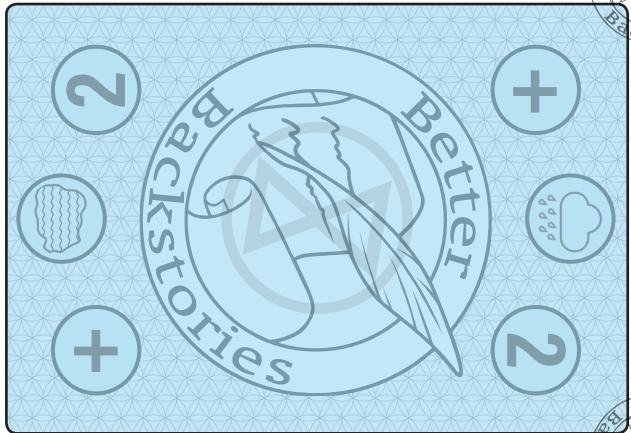
Grassland

1. You got it reward'd or chang'd.
2. It's a gang sign.
3. It has religious significance.
4. You got it on a dare.
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.

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.

from Backer Renegade describe
"Why must everything we do end in fire?" —Mason Fairchild

from Backer Gerrit Deike
Grandma Cora always said, "Never wake a sleeping dragon..."
Unless you have big people along." —Eldon Mouse Bentelsneider





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.

CATASTYMS



A disaster ruined your family, home, or homeland.

Humid
Shoreline

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

DEVOTION



Sunny
City

One or both of your parents are very religious. They taught you all the rituals and may have sent you to a religious school. You may have accepted their faith, or you might have been turned off of all religions.

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.

Partly Cloudy
Island

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.

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 old bat pin."
—Yana Whistlock, "Locksmith"

GIFT



Sleet
Desert

You had a deep religious experience.

Lightning
Forest
River

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.

RELIGION

Heatwave

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.

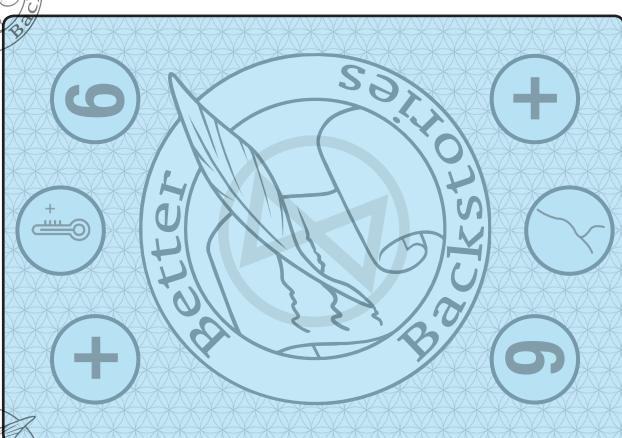
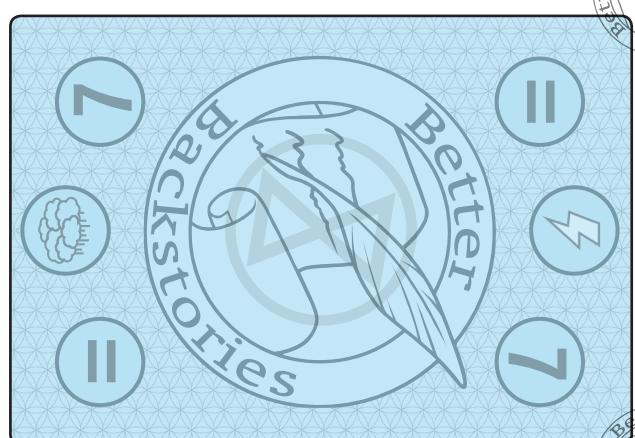
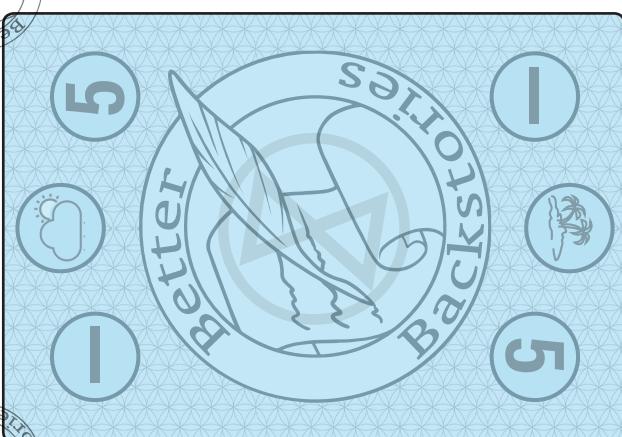
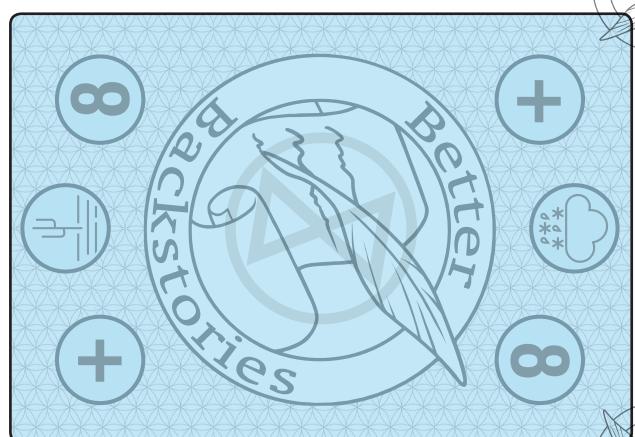
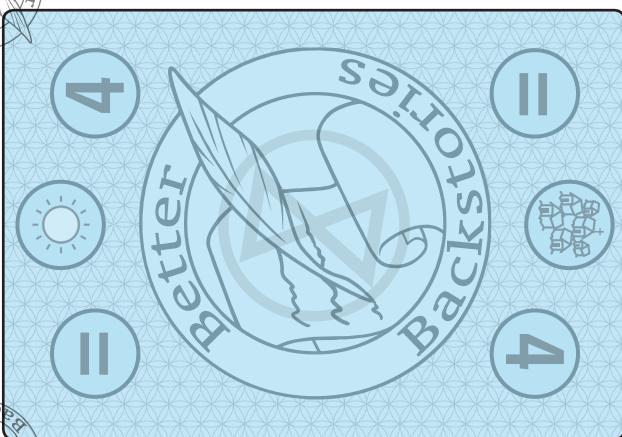
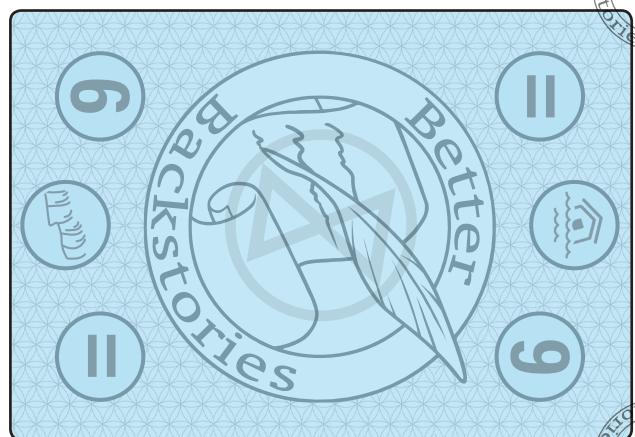
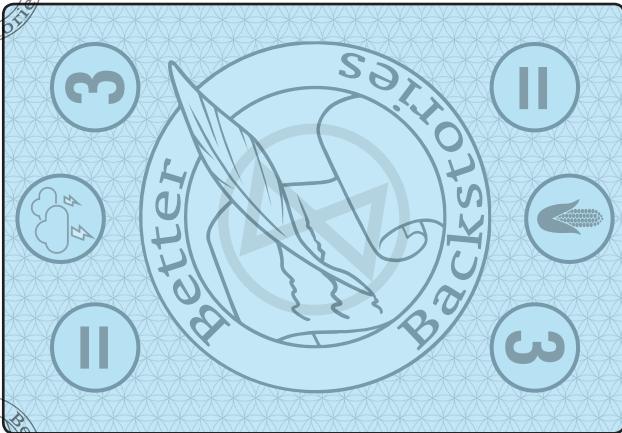
FRIENDS



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



from Becker Travis Schachter
"It's 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, 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 Magraine, but that one is not for you."
-Father of Fenn MacMoragh, Magister Mage of Incorrigible

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

You found something unique.

Desert

Partly Cloudy



DISCOVERY

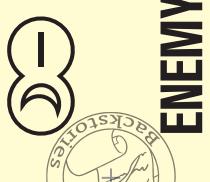
DENIAL



MISSING



ABANDONED



ENEMY



STRANGER



ALTER EGO



DISCOVERY



ENIGMA



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.

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.

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.

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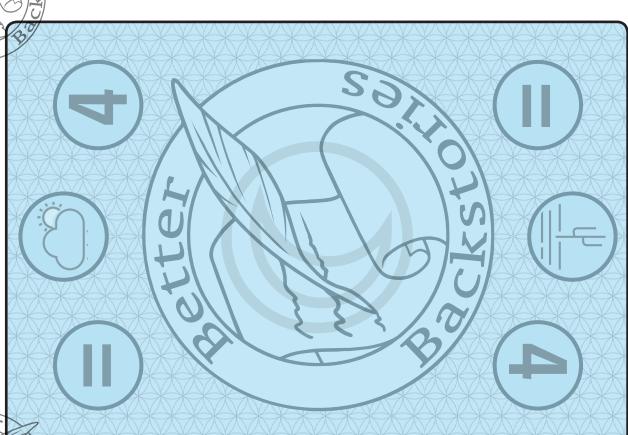
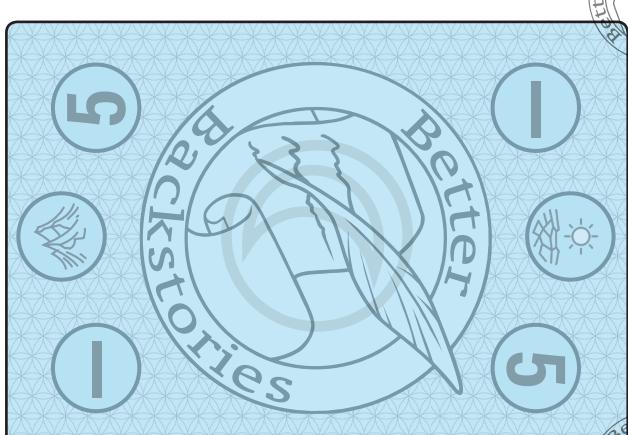
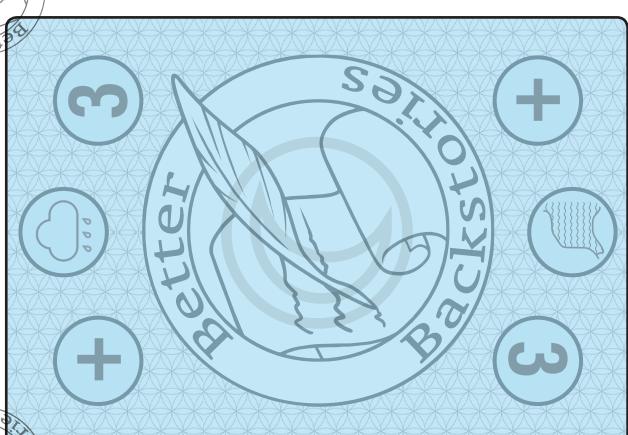
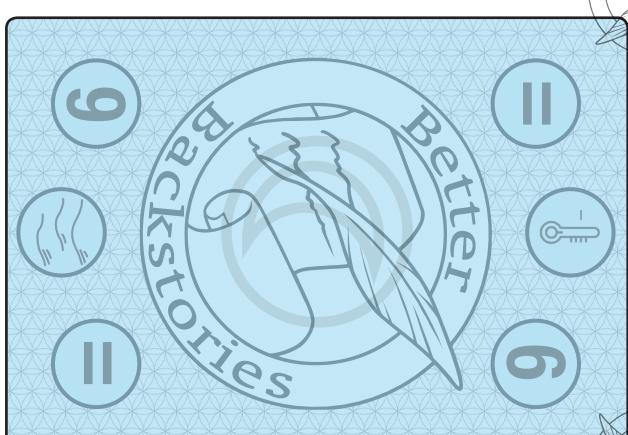
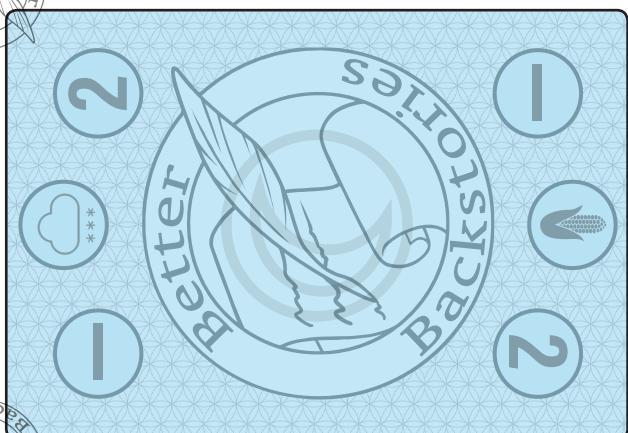
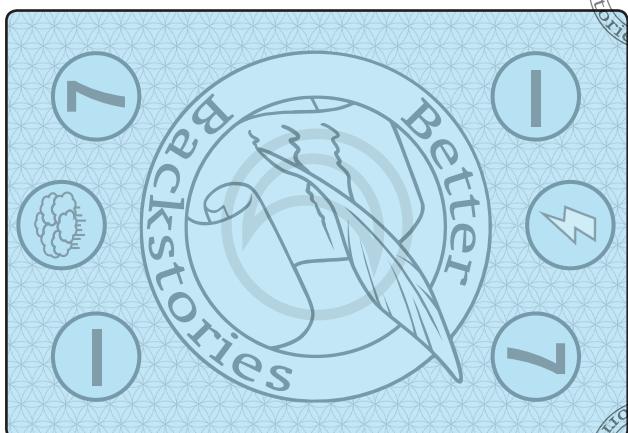
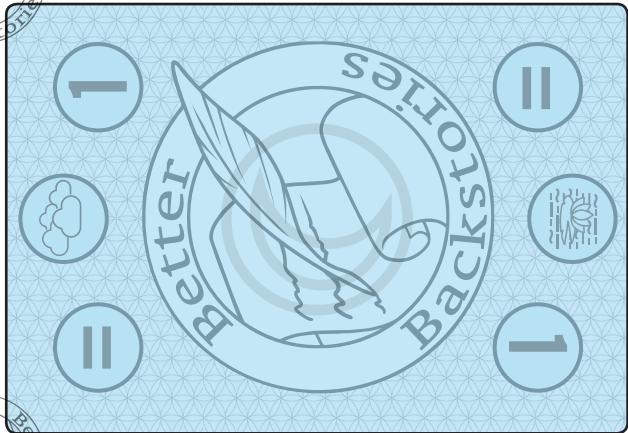
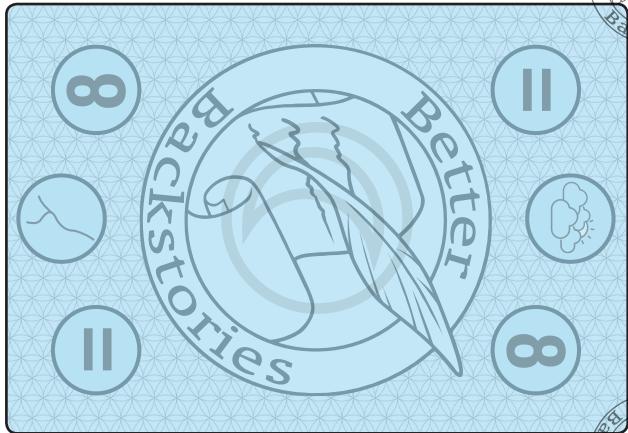
1. Some of the nobility
2. Local townsfolk
3. An old rival
4. A jealous ex-lover
5. A gang or guild
6. Local sheriff and/or guards
7. The rest of your family
8. Local merchant
9. A religious group or cult
10. A specific race/species, or another country

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.

"Are you sure?" she asked.
"Well that can't be good," Holgrin replied.
-Holgrin theoreus Elderkin

from Backer Gooddieh

from Backer R. Malm
"Will suppose you throw a coin enough times... Suppose one day, it lands on its edge?" -Kain





FABLE



Humid
Town

Your beliefs are absolute.

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.

from Backer Micah Nielsen
"brush off death so easily you would think it a poor tawny weasel."

-The Deathless King, Rilian Blood

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

DIRECT



Sleet
Shoreline

You have taken on someone else's dream.

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.

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.

LEGACY

Hurricane
Jungle

You served for king, country or corporation.

Rain
Shoreline

A family member takes something very seriously.

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



Show Flurries
Hills

You have an interesting personality.

Rain
Swamp

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.

VALUES

Overcast
Mountains

You have virtuous goals.



Show Flurries
Hills

You have an interesting personality.

Rain
Swamp

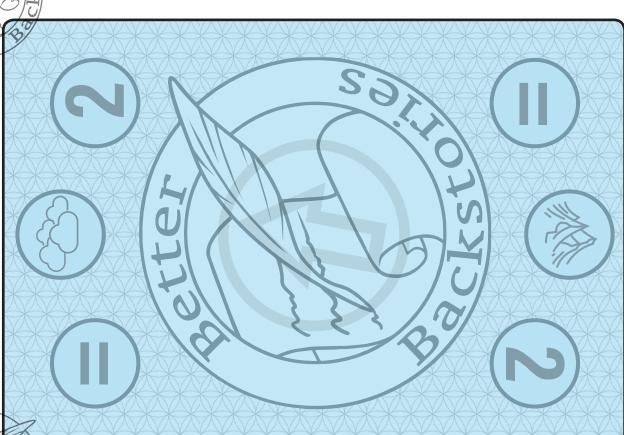
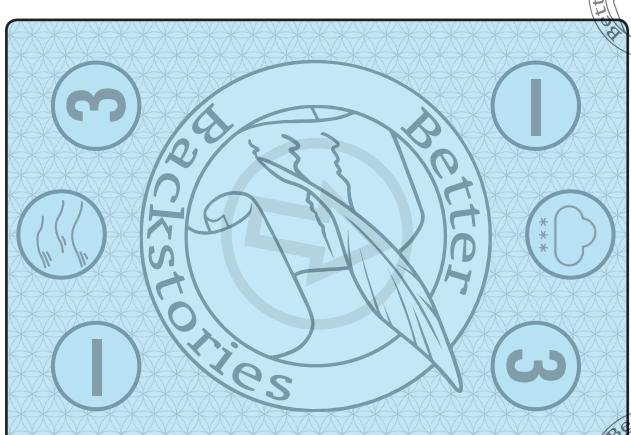
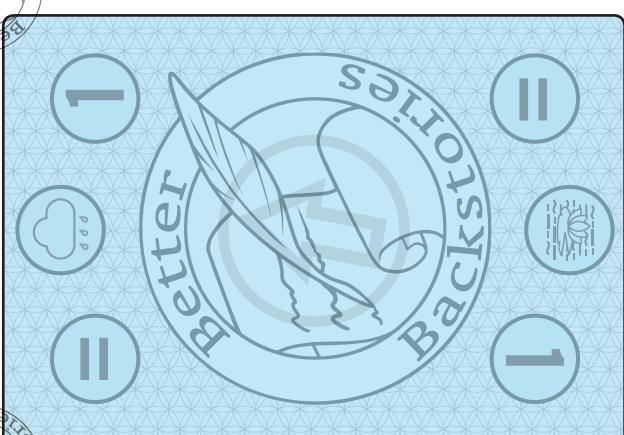
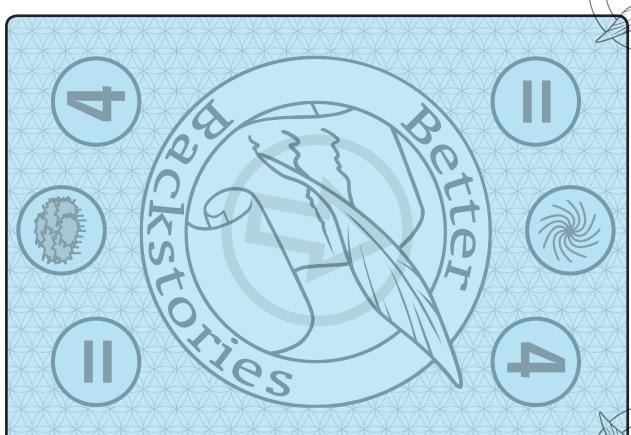
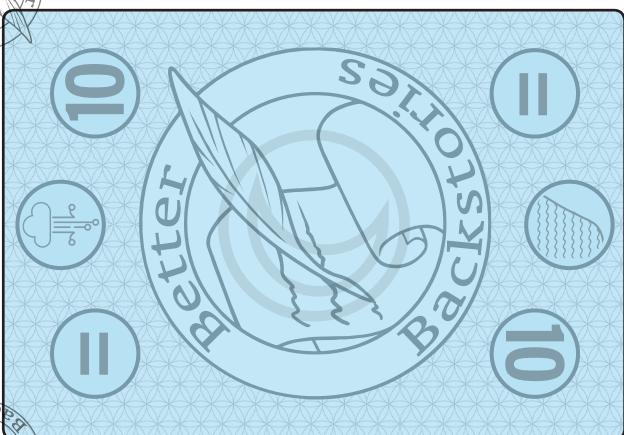
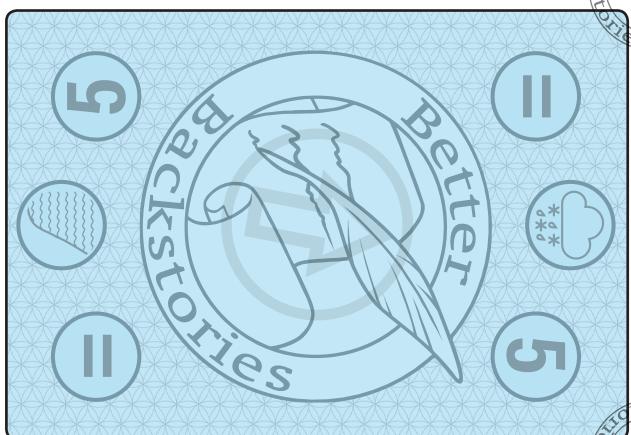
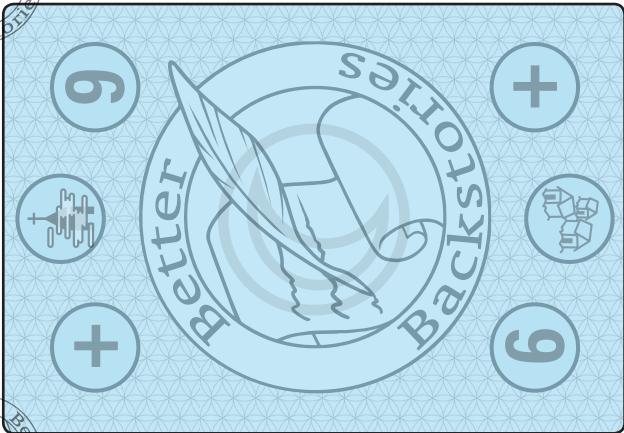
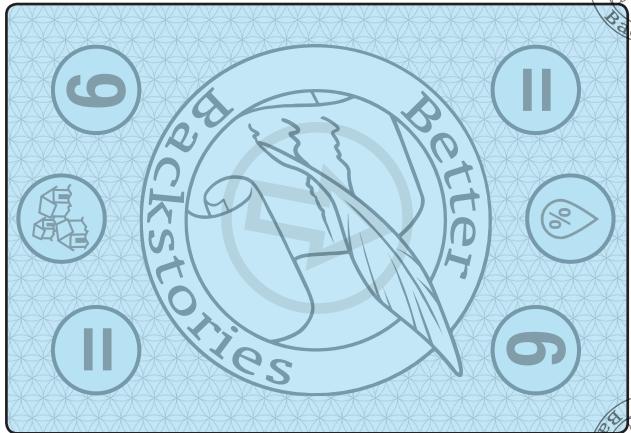
1. Honesty
2. Family
3. Knowledge
4. True love
5. Money is the root of all evil.
6. You trust your leaders implicitly.
7. You want power over those who wronged you.
8. Privacy is everyone's right.
9. You're a deserter.
10. Fame

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.

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

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.

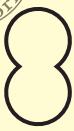
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ROMANCE

To love and be loved is
the greatest adventure.

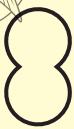


Mostly Cloudy
Gifts

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.



REBEL



Better
Backstories

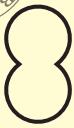
Deep Snow
City

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.



DEDICATED

Deep Snow
City



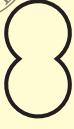
Windy
Forest

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



LAWFUL

Windy
Forest



Your heroic sensibilities are absolute.

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.

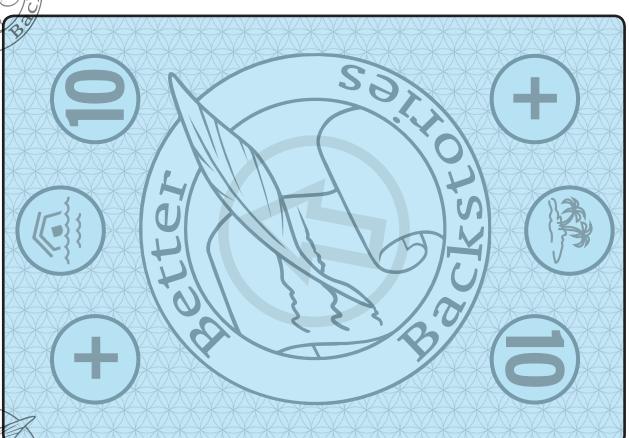
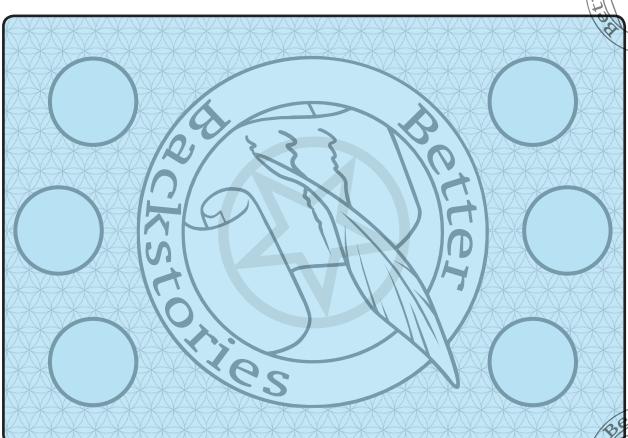
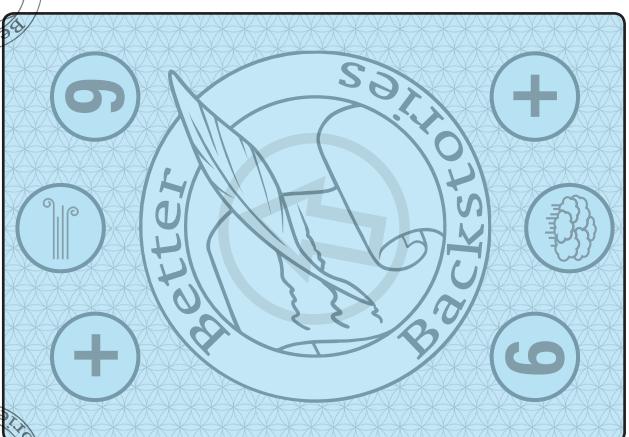
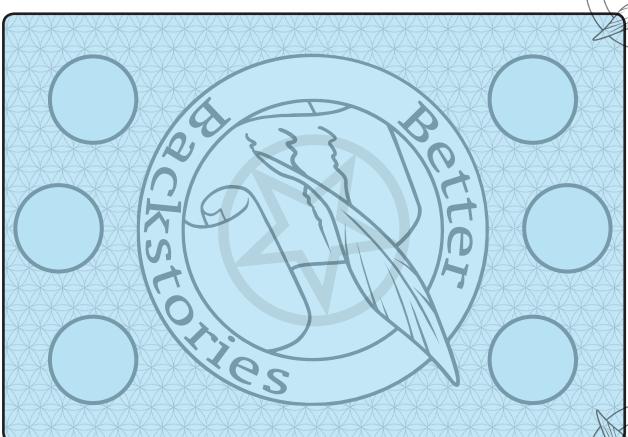
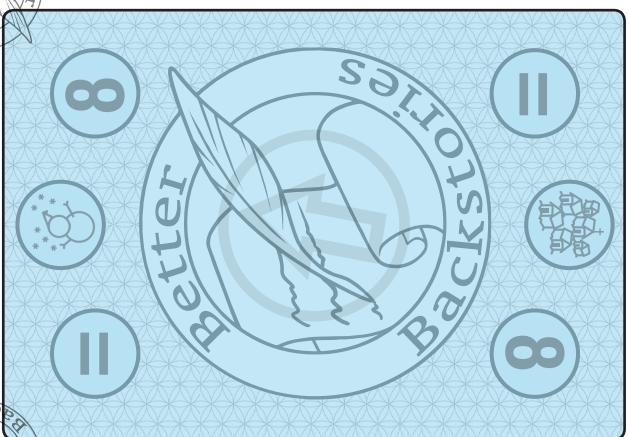
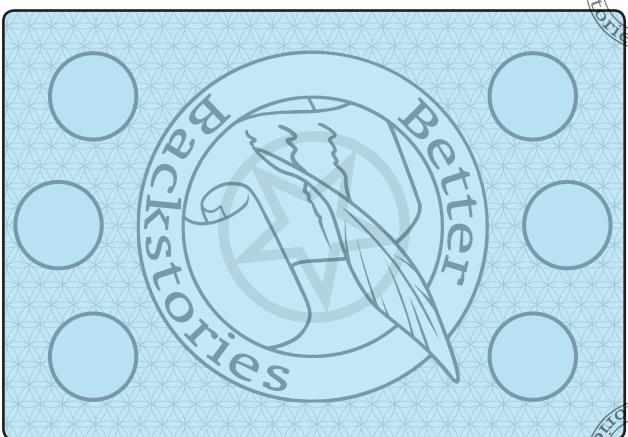
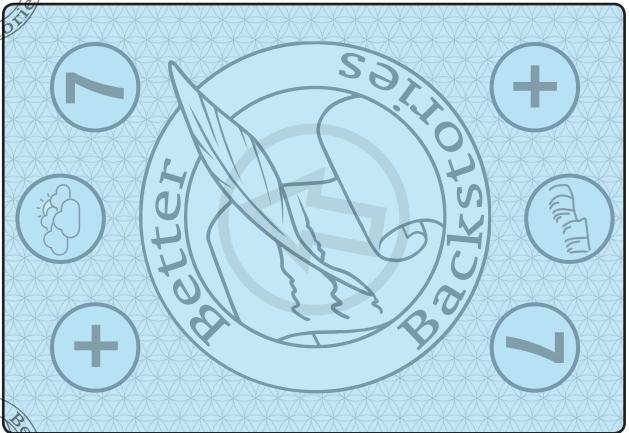
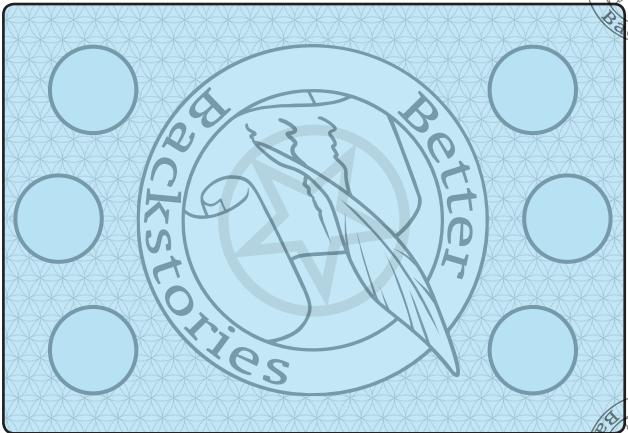


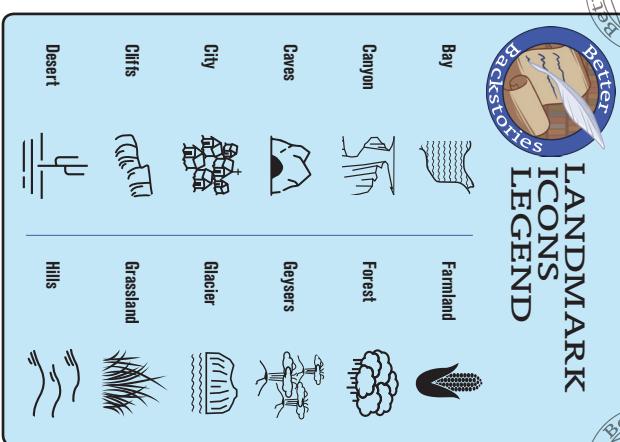
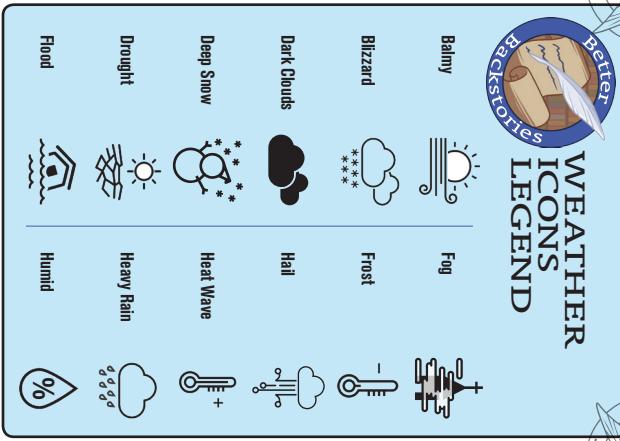
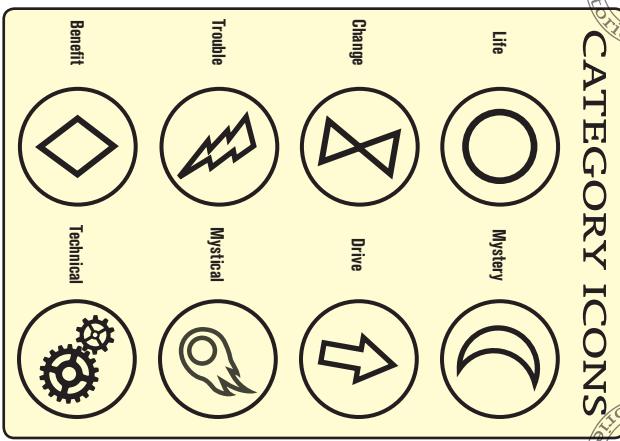
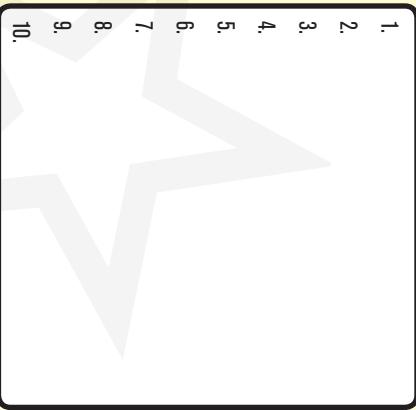
from Backer Courtney, Most
"Apparently anything can be a weapon in a tight situation."

-Adenon Zynthus

from Backer Chris
"I know exactly what to do!" -Fletcher







ANATOMY OF A CARD

FRONT

1 Title:

The main purpose of the card. Usable on its own, if desired.

2 Alignment Icon (+, -, =, ?):

Indicates how the card is likely to have affected the character.

3 Category Icon:

One of eight (Benefit, Change, Drive, Life, Mystery, Trouble, Mystical, Technical).

4 Flavor Text:

A description explaining how the card might affect the character.

5 Weather Type:

Explains the weather icon on the back.

6 Land Type:

Explains the land icon on the back.

7 Suggestion Chart (optional):

This provides ten ideas for more specific details.

1 BIRTHMARK =

2 You have a distinguishing feature.

3 Snow Flurries

4 Grassland

BACK

1 Alignment Icon (+, -, =, ?):

Used for deciding on unknown (?) alignments.

2 Weather Icon:

Used by the Storyteller for random weather events in any game.

3 Number (1-10):

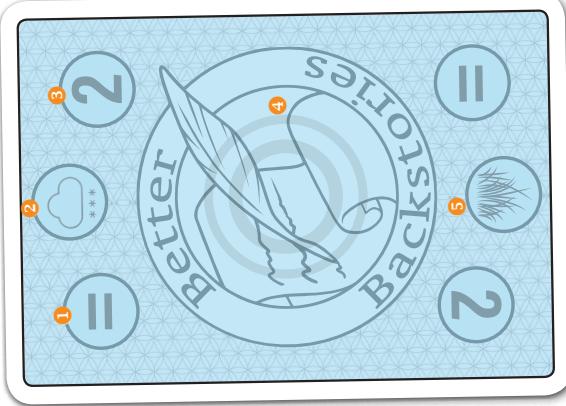
Used in place of a d10.

4 Category Icon:

The center watermark has the same category as the front for easy sorting.

5 Land Type Icon:

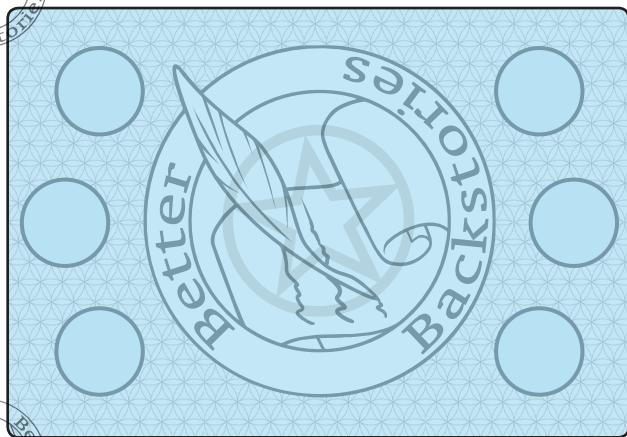
Used by the Storyteller for random land elements in any game.



+ FOLD

+ FOLD

+ FOLD



HOW TO USE BETTER BACKSTORIES

1. BETTER BACKSTORIES

is a genre-neutral system for generating life histories for any kind of fictional character.

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.

- 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



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.

5. 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.

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.

7. All cards played are optional and can be discarded and replaced.

8. While you're writing or game mastering, keep the cards nearby to generate quirks and attitudes for new characters.

- You decide for the hero to meet an old merchant on the road. Playing one face-up card reveals he is in debt to a sea captain (Patron), and one face-down card indicates he is dismissive of the characters (- Alignment).

9. Also use the cards for random weather patterns, land features or plot points. Here are a few examples:

- The party exits a cave system, and a face-down card suggests it is snowing.
- The hero comes over a hill, and a face-down card suggests a lake in the distance.
- The writer is stuck, so they play a face-up card and find a 'legacy' that must be fulfilled.

BETTER BACKSTORIES

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.

