

D100 mildly plausible background stories for Old School Characters

By Shane Ward



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1	Mentor was killed in an explosion	51	Swindled a high ranking mage/thief
2	Father was beheaded	52	Grew up on an island far from civilization
3	Sister kidnapped by Demon	53	Bandit, refused to participate in a raid
4	Home town destroyed	54	Drowned a family member
5	Lost all gold in bad bet	55	Warlord
6	Wanted for murder	56	Found a long forgotten sword in a stone
7	Twin sibling taken at birth	57	Court jester
8	Empath, had to leave society	58	Grew up in a monastery in the outskirts
9	Left barbarian tribe wanted more	59	Family were witch hunters
10	Father was a notorious thief	60	Re-roll twice and add both together
11	Shunned by the gods	61	Sworn to keep an important secret
12	Miner, caused accident	62	Reincarnated fortune teller
13	Horrible hunter, nearly starved	63	Mother was killed by large beast
14	Parents killed by a thug	64	Escaped a prison
15	The last of an order (religious, thieves)	65	Borrowed a large spell book didn't return
16	False prophet	66	Designed war machines
17	Made pact with witch	67	Parents killed by pirates
18	Grew up an orphan begging on streets	68	Prince/Princess of noble house
19	Teleported from a different world/time	69	Trained by a master in their class
20	Father was a renowned mercenary	70	Brewer of fine ales & wines
21	Locked in a tower for years	71	Tasked with cleanup of disease
22	Apprentice to a trade	72	An assassin
23	Father sold out traitors to lord	73	Town hero destroyed an evil threat
24	Wizard's experimental subject	74	Survived dragon attack, with scars
25	Veteran of a war	75	Slave
26	Runaway	76	Skilled Artist
27	Story collector & teller	77	Sailor who caused a mutiny
28	Travelling merchant	78	Squire to evil knight
29	Humble villager, didn't cause much trouble, and never went on any adventures.	79	Previously a merman/woman, turned by wizard
30	Re-roll twice and add both together	80	Plagued by ghosts
31	Caught someone doing something bad	81	Amnesia, don't remember a thing
32	Remembers all past lives	82	Exiled because of previous mistakes
33	Set on a religious pilgrimage	83	Grew up in nature with only animals
34	Ransomed as a prisoner of war	84	Born with wings
35	Famer	85	Ran an illegal gambling den/bawdy house
36	Born with facial scarring and a tail, shunned	86	Woke up in a different reality
37	Stole a large sum of gold	87	Fisherman/woman
38	Temple from hometown burned, did nothing	88	Hung for treason, brought back from the dead
39	Started a riot	89	Arsonist
40	Guard/Solider AWOL from post	90	Debts from addiction
41	Family were prospectors, lost map to mine	91	Kidnapped a high lord/lady, ransomed.
42	Barkeep	92	The bastard son/daughter of a lord
43	Smuggler	93	Deposed king
44	Immigrant from a foreign land	94	Dreams of the "end of days"
45	Concubine to the king/queen	95	Led rebellion against local government
46	Born from a union with a vampire	96	Arm's dealer
47	Family were cavemen, smartest of the bunch	97	Betrothed to a ugly noble
48	Lewd painter	98	Born blind, other sense heightened
49	Scribe for a local priest/wizard	99	Wandering minstrel
50	Alchemist's apprentice	00	Cartographer