

# Tragic Backstory Tables

## PURPOSE

It is the purpose of this table to not give you the full completed backstory, but the one sentence that sparks the conversation of 'how does this character get from that incident to that result?' This should leave the DM/GM with a hook that they can use for the player to bring the character into their world creatively, rather than just being plopped in with no rhyme or reason.

## INSTRUCTIONS

1. Roll on the incident table, write the result down
2. Roll on the subject table, amend your incident with the subject rolled
3. Roll on the effects table, amend your incident with the effect at the end
4. Review your final result.

d12	Incident
1	<i>(Subject)</i> made a deal with a devil, loosing their soul in exchange for powers, leaving me <i>(effect)</i>
2	<i>(Subject)</i> died within a fire started by a monster, leaving me <i>(effect)</i>
3	<i>(Subject)</i> found an cursed sword, succumb to the evil within, leaving me <i>(effect)</i>
4	<i>(Subject)</i> put a curse on me, leaving me <i>(effect)</i>
5	<i>(Subject)</i> attempted to cast a powerful arcane spell that backfired, leaving me <i>(effect)</i>
6	<i>(Subject)</i> was possessed by a evil spirit, leaving me <i>(effect)</i>
7	<i>(Subject)</i> was viciously killed by a monster, leaving me <i>(effect)</i>
8	<i>(Subject)</i> was crushed by a cart that I was driving, leaving me <i>(effect)</i>
9	<i>(Subject)</i> died in my arms from poison, leaving me <i>(effect)</i>
10	<i>(Subject)</i> was turned to stone in front of me, leaving me <i>(effect)</i>
11	<i>(Subject)</i> was pulled into a boiling river of Avernus screaming for me to save them, leaving me <i>(effect)</i>
12	<i>(Subject)</i> was driven insane by the death they caused, leaving me <i>(effect)</i>

d10	Subject Table
1	I
2	My father
3	My mother
4	My sister/brother
5	My entire family

d10	Subject Table
6	My mentor
7	My best friend
8	My grandparents
9	My partner
10	My child

d12	Effect Table
1	scarred over half my body.
2	with a heart filled with rage.
3	without a home and without hope.
4	unable to see from one eye.
5	in debt to the king, regent or lord of my hometown.
6	scared of the monsters that hide in the shadows.
7	with a pact to slay a demon.
8	the last from my hometown alive.
9	on the run from the thieves guild in my hometown.
10	to be a slave until I escaped or paid for my freedom.
11	to walk with a limp.
12	the heir to lands that I don't wish to claim.



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