CULTURE CREATION

Why This System

There are endless details to real cultures, and endless approaches to creating fictional cultures in tabletop roleplaying. This system was created to provide a simple foundation for a culture that can easily be referenced. Once this is done, you can use it to inspire further details through additional planning or through improvisation at the table in a way that feels coherent and immersive. Once you've created your first culture using this system, you can create more cultures in your world that have opposing or similar characteristics to create easy allies and enemies, and you can also create NPCs that draw from the details of the culture, and naturally feel like a part of it.

If you are not running games but are instead creating a character for one, consider using this to breathe life into the culture your character comes from, and work with the person running the game to include it as a part of the world.

Phase 1 - Cultural Foundation

Values

This is the foundation of every culture. A culture is not tied to any particular physical traits but instead a shared value system. You can start by choosing 5 values from the list, or create your own. Since all relatable societies have struggle and challenge, you can choose 5 additional values that this particular society would consider less important should a choice need to be made. Not everyone in the society needs to agree on these values and the values need not directly oppose one another, interesting societies can be made by trying to determine the correlation between two seemingly unconnected values. A culture with the value of balance might find wealth to be less important, and a sign of a poor internal life.

Beliefs

These are a few statements that can help you understand the opinions of the general populace of your fictional society as they relate the values. Your first interpretation of the relationship between your chosen value is often going to be the most interesting. An example of the combination of Lawfulness at the sacrifice of Service might be, "Service of the law is paramount to any peer or kin". This creates quite a rigid sounding society. Write one for each pair of values if you can.

Culture Backstory

Answer each question in this section to create a narrative for the cultures progression to its current state.. Each question might prompt a single sentence, or inspire you to go into a little more detail. However far you go, this is powerful information that every individual would know, and likely feel some emotions toward. Keeping the values in mind during this step can help inform the details.

Phase 2 - Cultural Details

Dream Life

A dream life is what the average idealized life might look like. Think along the lines of "two car garage and a white picket fence".

Major Challenge

Every culture is in the midst of dealing with some kind of conflict. Is there enough food to go around? Is there a power imbalance? Are invaders attacking?

Friendly and Hostile Cultures

Creating an ally and a nemesis can help your culture feel more real and give options for exploration of other cultures. If a party takes an interest in another, go through the same process again.

Artifacts

Most societies are steeped in symbolic elements, these are all references to elements of their culture which they hold the most dear to them. These symbols will work their way into their currency, greetings, civic holidays and jewelry.

Phrases

What kind of phrases are common to your people? These will inform inscriptions on their buildings or simply the manner in which they speak, "eh?"

Style

For establishing a style, think of how your culture behaves to establish a general feeling that is inferred in everything they do. Do their basic sensibilities lean to a brutalist or boxy approach to buildings? Do their master craftspeople love to add immaculate detail to their scripture or weapon design?

Clothing

Drawing on some of the previous content, what does your culture wear that is unique to them? Do they have a particular fabric or color that stands out?

Gestures

What few key gestures trickle down to make your culture truly unique? A culture with a history of being beset by shapechangers might say hello by grabbing their shirt collar to show that their clothes are real.

SOCIETAL VALUES

This is a list of values to provide the focal points of your society. If you are randomly generating a society, you can roll a D12 (reroll 12's) and a D20 to determine the group and result respectively.

	Table 1	Table 2	Table 3	Table 4	
1	Acceptance	Capable	Contentment	Discovery	1
2	Accomplishment	Careful	Contribution	Drive	2
3	Accountability	Certainty	Control	Effectiveness	3
4	Accuracy	Challenge	Conviction	Efficiency	4
5	Achievement	Charity	Cooperation	Empathy	5
6	Adaptability	Cleanliness	Courage	Empower	6
7	Alertness	Clear	Courtesy	Endurance	7
8	Altruism	Clever	Creation	Energy	8
9	Ambition	Comfort	Creativity	Enjoyment	9
10	Amusement	Commitment	Credibility	Enthusiasm	10
11	Assertiveness	Common sense	Curiosity	Equality	11
12	Attentive	Communication	Decisive	Ethical	12
13	Awareness	Community	Decisiveness	Excellence	13
14	Balance	Compassion	Dedication	Experience	14
15	Beauty	Competence	Dependability	Exploration	15
16	Boldness	Concentration	Determination	Expressive	16
17	Bravery	Confidence	Development Devotion	Fairness Family	17 18
18 19	Brilliance Calm	Connection Consciousness		J	19
20	Candor	Consistency	Dignity Discipline	Famous Fearless	20
20	Candoi	Consistency	Discipinie	realless	20
	Table 5	Table 6	Table 7	Table 8	
1	Feelings	Health	Kindness	Patience	1
2	Ferocious	Honesty	Knowledge	Peace	2
3	Fidelity	Honor	Lawful	Performance	3
4	Focus	Hope	Leadership	Persistence	4
5 6	Foresight Fortitude	Humility Humor	Learning	Playfulness Poise	5 6
7	Freedom	Imagination	Liberty Logic	Potential	7
8	Friendship	Improvement	Loye	Power	8
9	Fun	Independence	Loyalty	Present	9
10	Generosity	Individuality	Mastery	Productivity	10
11	Genius	Innovation	Maturity	Professionalism	11
12	Giving	Inquisitive	Meaning	Prosperity	12
13	Goodness	<u>Insightful</u>	Moderation	Purpose	13
14	Grace	Inspiring	Motivation	Quality	14
15	Gratitude	Integrity	Openness	Realistic	15
16	Greatness	Intelligence	Optimism	Reason	16
17	Growth	Intensity	Order	Recognition	17
18	Happiness	Intuitive	Organization	Recreation	18
19	Hard work	Joy	Originality	Reflective	19
20	Harmony	Justice	Passion	Respect	20
	Table 9	Table 10	Table 11		
1	Responsibility	Smart	Tolerance		1
2 3	Restraint Results-oriented	Solitude Spirit	Toughness Traditional		2 3
4	Reverence	Spirituality	Tranquility		4
5	Rigor	Spontaneous	Transparency		5
6	Risk	Stability	Trust		6
7	Satisfaction	Status	Trustworthy		7
8	Security	Stewardship	Truth		8
9	Self-reliance	Strength	Understanding		9
10	Selfless	Structure	Uniqueness		10
11	Sensitivity	Success	Unity		11
12	Serenity	Support	Valor		12
13	Service	Sustainability Sustainability	Victory		13
14	Sharing	Talent	Vigor		14
15	Significance	Teamwork	Vision		15
16	Silence	Temperance	Vitality		16
17	Simplicity	Thankful	Wealth		17
18	Sincerity	Thorough	Winning		18
19	Skill	Thoughtful	Wisdom		19
20	Skillfulness	Timeliness	Wonder		20

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Values			100	
List along the top values most important	to the culture and below,	the value that they are	e willing to sacrifice in exchange.	
Beliefs		A 100		
Write a few generalized statements that t	the above values would rein	nforce.		
Culture Backstory				
Follow the prompts to create a loose history What environment did the	ory of the culture and the c	catalysts that led to th	eir formation.	
culture form in?				
What existed before the culture?				
What changed, allowing the culture to form?				
A culturally defining moment of identity or independence?				
What world problem drives the culture to persist?				
Culture Details				
Add some more details to your culture to	make them feel deeper, ca	ptivating and more im	mersive.	
Dream Life				
Major Challenge				
Friendly Culture				
Hostile Culture				
Artifacts Tool Symbol Animal				
Phrases				
Style				
Clothing				
Gestures Greeting Thanks Positive Negative Goodbye				