

CONNECTIONS

Anyone can reject.

A charm I am still trying to get from you

A flight path I recognize

Who caught you when the last updraft failed

An artifact you still owe me to mend

Why I did not leave you grounded

BACKSTORY

AERIE

CHARACTER CREATION

CHARACTER CREATION - SRD 2.0

1

Choose a Class and Subclass
Take that class sheet and character guide. Choose a subclass and take its Foundation card.

2

Choose Your Heritage
Ancestry + community. Write both in Heritage. Mixed Ancestry: top feature from one, bottom from another.

3

Assign Character Traits
Agility, Strength, Finesse, Instinct, Presence, Knowledge. Assign +2, +1, +1, +0, +0, -1 in any order.

4

Record Additional Character Information
Level 1. Starting Evasion from your class. Starting HP from your class. 6 Stress slots. Start 2 Hope.

5

Choose Your Starting Equipment
Tier 1 weapons (two-handed primary, or one-handed primary + secondary) and one Tier 1 armor. Proficiency 1. Add level to armor Base Thresholds. Inventory: torch, 50 feet of rope, basic supplies, a handful of gold; a Minor Health Potion or Minor Stamina Potion; your class-specific item.

6

Create Your Background
Answer the background questions on your class guide, or modify them. Background has no explicit mechanical effect.

7

Create Your Experiences
Two Experiences at +2. A word or phrase for skills or aptitudes. Not too broadly applicable. No special abilities.

8

Choose Domain Cards
Two level-one cards from your class's domains. One from each domain, or two from one.

9

Create Your Connections
Describe characters to each other. Suggest at least one connection with each other PC. Anyone can reject.

IDENTITY

NAME

PRONOUNS

LEVEL

HERITAGE

CLASS

SUBCLASS

AGILITY

STRENGTH

FINESSE

INSTINCT

PRESENCE

KNOWLEDGE

SURVIVABILITY

EVASION

ARMOR

SLOTS

THRESHOLDS · ADD LEVEL

MINOR

MAJOR

SEVERE

HIT POINTS

STRESS

HOPE · START 2 · MAX 6

HOPE FEATURE (3 HOPE)

EXPERIENCES

GOLD

HANDFULS

BAGS

CHEST

CLASS FEATURE

ACTIVE WEAPONS

PRIMARY

NAME

TRAIT

RANGE

DMG

FEATURE

SECONDARY

NAME

TRAIT

RANGE

DMG

FEATURE

PROFICIENCY

ACTIVE ARMOR

NAME

BASE THRESHOLDS

FEATURE

INVENTORY

FLIGHT GUIDE

ARTIFACT

At character creation, create a magic artifact that lets you fly. Write its name here.

NAME

FLIGHT

Use normal movement rules. You can fly within Close range as part of an action roll.

Make an appropriate trait roll to move beyond Close, or if movement is your primary action. Any appropriate trait may be used for flight, not only Agility.

ALOFT

INTERRUPT

At the GM's discretion, threats such as Restrained, Vulnerable, losing your magic artifact, or taking Severe damage can temporarily interrupt your ability to fly.

INFIRMARY

In a less lethal campaign, any death move that would kill you instead sends you to the infirmary for a few weeks, or home for an extended period.

You are unplayable while you recover, but you are not dead.