

CONNECTIONS

Anyone can reject.

A torch I am still trying to get back from you

A scar of cold light I recognize

Who sat watch with you when the last sanctuary flame died

Kindling you still owe me

Why I did not leave you in the mist beyond the ice-spires

BACKSTORY

CINDER

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

CINDER GUIDE

SHADOW-TOUCHED

Mark this when dark magic corrupts you.

A Shadow-Touched PC gains a damage bonus equal to the number of scars they have marked.

When a Shadow-Touched PC marks their last Hope slot with a scar, they succumb to corruption and charge into the darkness instead of making a death move.

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SCARS MARKED

SACRED BONFIRES & TORCHES

Sacred Bonfires burn out unless they are continuously given kindling, and they cannot be reignited without a Sacred Torch. When a Sacred Bonfire is relit, each PC present gains 3 Hope. Its light repels all but the most powerful monsters from its immediate vicinity.

KINDLED

Sacred Bonfire is continuously kindled.

SACRED TORCH

You carry a Sacred Torch.

RELIT THIS SESSION

When relit, each PC present gains 3 Hope.