

CONNECTIONS

Anyone can reject.

A recipe I am still trying to get from you

A flavour I recognize

Who cooked with you when the last feast went cold

An ingredient you still owe me

Why I did not leave you hungry

BACKSTORY

KETTLE

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

FEAST GUIDE

INGREDIENTS & FLAVORS

Every ingredient is a name plus a flavor profile of 1-3 flavors with strengths from 1 to 3.

When you cook with an ingredient, roll that flavor's die a number of times equal to its strength.

Your ingredient inventory max equals your highest trait.

SWEET

SALTY

BITTER

SOUR

SAVORY

WEIRD

d4

d6

d8

d10

d12

d20

HARVEST

From a defeated edible animal, harvest ingredients by its maximum Hit Points: 1-4 HP gives 1, 5-7 gives 2, 8-10 gives 3, and 12+ gives 4.

Once per rest, spend 1 Hope to gather from the environment. Roll your Hope Die for the flavor: 1-2 Sweet (1), 3-4 Salty (1), 5-6 Bitter (1), 7-8 Sour (1), 9-10 Savory (1), 11-12 Weird (1).

INGREDIENTS ON YOU

MAKE A FEAST

You cannot use downtime moves to clear Stress, clear Hit Points, or gain Hope. Make a Feast instead.

Designate a chef. Combine contributed flavor dice into a Flavor Pool. Chef rolls, sets matching values aside, or discards one die if none match. Repeat until one die remains or all are set aside or discarded.

MEAL RATING is the sum of each matching set's face value. Each partaker clears Hit Points, clears Stress, and gains Hope in any split ≤ Meal Rating.

FLAVOR POOL

MEAL RATING

COOKBOOK

Record each dish: name or description and prep method, ingredients used, and Meal Rating.

When you cook the same flavor profile again, add tokens equal to the party's tier to the Flavor Pool. When the chef would discard a die, they may remove a token instead.

DISH

INGREDIENTS

RATING