

CONNECTIONS

Anyone can reject.

A signal I am still trying to get from you

A cable I recognize

Who patched you when the Tech Link went dead

Scrap you still owe me

Why I did not leave you offline

BACKSTORY

RIG

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

Iconic Weapon (two-handed; design trait, range, damage, name, description; record in Primary Weapon). One Tier 1 armor. Proficiency 1. Add level to armor Base Thresholds. Inventory: torch, 50 feet of rope, basic supplies, 5 Credits; a Minor Health Potion or Minor Stamina Potion; your class-specific item. Tech Link at creation.

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

CREDITS

START 5

CLASS FEATURE

ACTIVE WEAPONS

PRIMARY

NAME

TRAIT

RANGE

DMG

FEATURE

SECONDARY

NAME

TRAIT

RANGE

DMG

FEATURE

PROFICIENCY

ACTIVE ARMOR

NAME

BASE THRESHOLDS

FEATURE

INVENTORY

TECH GUIDE

TECH DAMAGE

Tech damage replaces magic damage where damage is caused by technomancy.

Reflavor magic attacks as sonic blasts, blinding light, nanobots, plasma, or other advanced tech.

ICONIC WEAPON

You do not take the normal primary and secondary weapon selection. You receive an Iconic Weapon instead. It is two-handed.

Design trait, range, damage, name, and description, then record it in your Primary Weapon slot. Bonded: bonus to damage rolls equal to your level.

Upgrade slots start at 2 at Tier 1, +1 each later tier. Craft with Parts or Scrap; install up to your slots; swap freely in downtime.

NAME

TRAIT

RANGE

DAMAGE

DESCRIPTION

T

A data cable with a hook. You gain one at character creation.

Roll to the network and perform downtime moves.

TECH LINK

CREDITS & SCRAP

Gold is unused. Start with 5 Credits. Conversion: 10 Credits = a handful of gold, 100 = a bag, 1000 = a chest.

Collect Scrap from defeated tech-based adversaries outside of combat. Trade Scrap for Credits. Spend Scrap or Relics to craft Upgrades.

Relics are unique Scrap from important tech adversaries. A Relic is worth 20 Credits and can craft powerful Upgrades.

CREDITS

SHARDS (d6)

METALS (d8)

COMPONENTS (d10)

RELICS

 DAGGERHEART COMPATIBLE • SRD 2.0 • NOT OFFICIAL DARRINGTON PRESS

 DAGGERHEART COMPATIBLE • SRD 2.0 • PLAYER FACE • NO GM PAD