

CONNECTIONS

Anyone can reject.

A banner I am still trying to get from you

A vow I recognize on your sash

Who held the line with you when the last alliance cracked

A favor you still owe me across the border

Why I did not leave you without a second

BACKSTORY

SASH

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

FACTION GUIDE

BONDS

Write another character or faction on each line and mark their relationship rank from −3 to +3.

−3 Nemeses. −2 Opposed. −1 Unfriendly. 0 Neutral, Ambiguous, or Ambivalent. +1 Friendly. +2 Allied. +3 Close Allies.

The more intense the rank, the farther that side will go for or against the other.

BOND

BOND

BOND

BOND

BOND

OBJECTIVE

One personal Objective Countdown in the minor band (4–6 ticks by scale).

Tick it by the fiction. When it triggers, the objective resolves and a new one can start.

OBJECTIVE

COUNTDOWN

DAGGERHEART COMPATIBLE · SRD 2.0 · NOT OFFICIAL DARRINGTON PRESS

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