

CONNECTIONS

Anyone can reject.

A thorn I am still trying to pull from you

A briar scar I recognize

Who kept the gate with you when the last queen spoke

A vow you still owe me under the hedge

Why I did not leave you to the story

BACKSTORY

THORN

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

THORN GUIDE

CURSED

Mark this when a magical curse afflicts you.

A creature with the Cursed condition clears it only through magic from a spell, ritual, magic item, location, supernatural occurrence, higher power, or some combination of these. Finding how to end a curse often means research, and that research may become a quest for more information or help from an NPC.

☐ CURSED

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THE CURSE IS