

CONNECTIONS

Anyone can reject.

A path I am still trying to get from you

A trail mark I recognize

Who kept watch with you when the last camp went cold

A map scrap you still owe me

Why I did not leave you in the wilderness

BACKSTORY

TRAIL

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

TRAIL GUIDE

HEX LOG

Fill these as the party enters each hex and the GM reveals what it holds.

CURRENT HEX

HABITAT / WHAT WE FOUND

REST

Outside a sanctuary or permanent settlement, the party can only take short rests. Each short rest is an entire day spent in one location.

Inside a safe place, a long rest is allowed. After three short rests in a row, the next rest must be a long rest.

SHORT RESTS IN A ROW

ENDURANCE COUNTDOWN

Optional. At the end of a rest, give each PC an Endurance Countdown (6).

When the party enters a wilderness hex, roll your Hope Die. If ≤ countdown, mark a Stress; else tick down. Triggers Vulnerable until next rest. Countdowns end at rest start.