

CONNECTIONS

Anyone can reject.

A stake I am still trying to get back from you

A brand on an iron gate I recognize

Who held the lantern when the last hunt went dark

Silver you still owe me

Why I did not leave you to the wolves at dusk

BACKSTORY

VEIL
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

VEIL GUIDE

HUNT

Five beats. Tick each as the hunt moves.

Arrival

A strange event hooks you. It implies monster activity.

Investigation

You follow leads and gather clues until the truth of the monster takes shape.

Escalation

You bring together what you have learned and form a plan to find and defeat it.

Confrontation

You try to banish, bind, or destroy the monster with what the hunt already taught you.

Epilogue

You wrap the loose ends and move on to the next mission.

TRANSFORM

Tick the transformation that has landed on you.

Reanimated

When you gain this transformation, your maximum loadout drops to 1. During a rest, use a downtime move to raise that maximum by 1 until you reach the normal maximum of 5.

Vampire

Mark this when you gain the Vampire transformation.

Werewolf

Mark this when you gain the Werewolf transformation.

LYCANTHROPY COUNTDOWN

Six tokens. Activate them when Wolf's Curse lands and Major or greater damage follows, or when you accept the bite. The countdown ticks down each time you take a rest without a downtime move that halts the lycanthropy's progression. When it triggers, you gain the Werewolf transformation.