

Creating a Character

Character creation is the very heart of adventure, for it is the birth of the hero. It's the time when the player dons the mantle of a warrior, a bandit, a sorcerer, or any other archetype, and sets out on a journey of danger and discovery.

And like any true hero, your character starts with a modest sum of silver as determined by your archetype (or **2d6 x 10 silver** if you forego an archetype), enough to buy a blade or a spell, a **waterskin** to quench your thirst (d4 days worth), and a **few days (d4) of rations** to sustain you on your journey. But it's not just the coin and provisions that define you, it's the gear you carry, the weapons you wield, and the armor you wear, that makes you truly formidable.

Heed your calling and follow these steps:

1. Randomize your starting equipment.
2. Choose or randomize an archetype.
3. Randomize your weapon and armor.
4. Roll your abilities.
5. Roll your Hit Points.
6. Roll your history.
7. Roll for Omens.
8. Name your character.

Gear

Randomize your starting gear to get a sense of who you are. Of course, you are free to diverge from fate. Your only true master is death.

Containers

d6 Container

- | | |
|-----|-------------------------------------------------|
| 1–2 | Nothing |
| 3 | Backpack for 4 normal-sized items |
| 4 | Satchel for 10 normal-sized items |
| 5 | Small wagon or one item above your choice |
| 6 | Riding horse or one of the above of your choice |

Common Gear

d12 Common Gear

- 1 Bedroll: A portable bedroll, typically made of canvas or leather, used for sleeping on the ground or in makeshift shelters.
- 2 Extra Waterskin: A container made of leather or other durable material, used for carrying and storing water. Carries 6 + Presence days' worth of water.
- 3 Extra Rations: Food supplies, such as dried meat, hardtack, or trail mix, that can be carried and eaten on the go. Comes with 8 + Presence days' worth of food.
- 4 Flint and Steel: A small tool used for making fire, typically used in combination with tinder and kindling.
- 5 Compass: A small instrument used for determining direction. You have advantage on tests to use maps and find your way.
- 6 Map: A document used for navigation and planning. Use it to find your way with a DC 8 Presence test. If you fail the test, you are lost.
- 7 Medicine chest: A collection of medical supplies, such as bandages and healing salves. Comes with 6 + Presence uses. One use heals d4 HP, stops bleeding, or ends an infection.
- 8 Torch: A long stick or pole with a combustible material such as resin or oil-soaked rags wrapped around the end, used for lighting the way in dark or dimly lit areas. You have 6 + Presence torches.
- 9 Rope: A long, durable cord or string used for climbing, binding, or creating makeshift shelters.
- 10 Grappling hook: A small metal hook with a rope attached, used for climbing or scaling walls.
- 11 Healing herbs: A variety of plants used for medicinal purposes, such as willow bark for pain relief or chamomile for calming nerves. Comes with 6 + Presence uses. One use heals d2 HP.
- 12 One random Scroll of Corruption: a dark and twisted tome, its pages filled with ancient and forbidden knowledge. It whispers to you, promising power and immortality in exchange for your soul.

Uncommon Gear

d12 Uncommon Gear

- 1 One random Sacred Scroll: the Sacred Scroll, a holy and ancient tome, its pages filled with ancient wisdom and divine secrets. It calls to you promising wisdom and enlightenment in exchange for your devotion.
- 2 Camouflage netting: a large piece of fabric with various colors and patterns, used to blend in with surroundings and conceal oneself. Grants advantage on Dexterity checks made to hide.
- 3 Poison antidotes: a small vial or pouch of various herbs or liquids that can counteract different types of poison. Comes with 6 + Presence doses.
- 4 Grappling arrow: a special arrow with a grappling hook attached to its tip, used for climbing or pulling oneself up to higher places
- 5 Magic detection amulet: a small charm or pendant that reacts to the presence of magic, used to detect hidden magic or hidden magical creatures.
- 6 Shurikens: small throwing weapons, typically made of metal, used for ranged combat (d2 damage). You have 2d4 of them.
- 7 Poisoned needles: small metal needles coated with a potent poison, used for stealthy attacks. (1 piercing damage plus d4 poison damage)
- 8 Smoke bombs: a small bomb made of a special powder that creates a thick smoke when exploded, used for signaling or obscuring vision. You have d3 bombs.
- 9 Climbing claws: metal claws worn on the hands and feet, used for scaling walls and climbing cliffs. Grants advantage on Strength tests made to climb.
- 10 Disguise kit: a small collection of makeup, wigs, and other tools used for disguising oneself.
- 11 Water purification tablets: small tablets that when added to water, purify it and make it safe to drink. Comes with 6 + Presence tablets.
- 12 Silent footsteps powder: a small pouch of powder that when applied to shoes, makes footsteps silent and less detectable. Grants advantage on Dexterity tests made to move silently.

Weapons

Your archetype tells you what dice to use for your weapons. If you don't wish to use an archetype, roll a d10 or a d6 if you started with a scroll.

d10	Weapon	Damage
	Unarmed: Your fists and feet are your only weapons.	1 bludgeoning
1	Wooden club: A crude weapon hewn from the trunk of a tree, its weight and strength are the only things it has going for it. A tool of the simple folk, it's a weapon that can crack skulls and crush bones with a single blow.	1d4 bludgeoning
2	Stone axe: A primitive weapon, chipped from a boulder, its edges are jagged and rough. It's a weapon that has stood the test of time, and one that has spilled blood for centuries.	1d6 slashing (can be thrown)
3	Iron-tipped spear: A spear with an iron tip, its point is honed to a razor's edge, it's a weapon of the hunter, the warrior, and the king. It's a weapon that can pierce armor and skewer flesh with ease.	1d6 piercing (or 1d8 piercing when wielded with two hands, can be thrown)
4	Rusty sword: A sword that has been used for a long time and is in poor condition, its blade is dull, and its hilt is loose. It's a weapon that has seen better days, but it's still a weapon that can spill blood.	1d6 piercing (fumbles on a 1 or 2)
5	Iron mace: A weapon made of iron, its head is heavy, and its handle is thick. It's a weapon that can crush skulls and break bones with a single blow.	1d6 bludgeoning
6	Short bow: A weapon of wood and sinew, its arms are bent, and its string is tight. It's a weapon of the hunter, the scout, and the rogue, who value speed and stealth above all else. It's a weapon that can strike from the shadows and bring down the prey with a single arrow. But it's also a weapon that requires skill and practice to master, for the inexperienced archer is as likely to hit the tree as the target. Comes with d10 + Presence arrows.	1d6 piercing
7	Flail: A weapon consisting of a handle connected to a ball or chain, it's a weapon that can crush bones and shatter armor with a single blow.	1d8 bludgeoning (ignores shields)
8	Battleaxe: A large axe with a broad blade, its weight is balanced for the killing stroke. It's a weapon that can chop through flesh and bone with ease.	1d8 slashing (or 1d10 slashing when wielded with two hands)
9	War pick: A weapon with a pointed head and a hammer-like back, it's a weapon that can pierce armor and crush bones with equal ease.	1d8 piercing
10	Greatsword: A massive sword with a long, wide blade, it's a weapon that requires great strength to wield. It's a weapon that can cleave through armor and flesh with a single mighty blow.	2d6 slashing

Armor

Your archetype decides your armor. If you don't wish to use an archetype, roll a d4 (or a d2 if you started with a scroll).

d4	Armor	Protection	Tier	Strength	Stealth	Cost
1	No armor: Naked and unadorned, you stand, relying on your strength and skill to protect you. You are a true warrior, unencumbered by the weight of armor, free to move and strike with lightning speed. But you are also vulnerable, for a single blow can fell you, and death is always just a blade's edge away.	—	0	—	—	—
2	Studded leather: The studded leather armor, a covering of tough leather reinforced with iron studs. It's not as heavy as plate armor, but it's still a formidable protection. It's a favored armor of the rogue, the scout, and the assassin, who value mobility and stealth above all else.	-d2 damage	1	—	—	45s
3	Scale mail: The scale mail armor, a covering of metal scales sewn onto a leather or cloth undergarment. It's a formidable protection against blades and arrows, but it's also heavy and restrictive. It's a favored armor of the knight, the soldier, and the warrior, who value strength and protection above all else, but cannot afford the heavier armors.	-d4 damage	2	—	Disadv.	50s
4	Splint armor: The splint armor, a covering of metal plates or strips sewn onto a leather or cloth undergarment. It's a formidable protection against blades and arrows, but it's also heavy and restrictive. It's a favored armor of the heavy infantry, who value strength and protection above all else.	-d6 damage	3	+2	Disadv.	200s
	Shield: The shield, a wall of wood and metal, its surface is adorned with the symbol of its bearer. It's a weapon of the warrior, the knight, and the soldier, who value protection and defense above all else. It's a weapon that can deflect blades and arrows, and protect its bearer from the deadliest of blows. But it's also a weapon that requires strength and skill to wield, for the shield is as much a burden as it is a protection.	-1 damage (you can choose to ignore all damage from one attack, but the shield breaks).	—	—	—	50s

Archetypes

Choose or roll 1d12 for one of the following archetypes.

1. The Alchemist

In the harsh, unforgiving world of Helkara, few dare to delve into the mysterious and often dangerous realm of alchemy. These cunning craftsmen, steeped in the lore of ancient tomes and fiery experiments, wield the power to brew elixirs of untold potency.

Abilities

Intelligent: Add 2 to your Presence score.

Sickly: Subtract 2 from your Constitution score

HP: d4 + Constitution

Omens: d2

Starting Silver: 2d6 x 10s

Starting Weapons and Armor: You start with a set of alchemists tools which you carry in a large chest (it takes up 3 normal item slots). Roll d4 for your weapon and d2 for your armor.

Special Talent: Alchemy

You can spend 1 hour (up to 8 hours per day) brewing potions. You must have access to a laboratory with the appropriate alchemist's tools. Each potion you brew costs 5 silver in ingredients and other materials. You create a number of potions equal to d4 + your Presence + the number of hours spent brewing. If the result is less than 0, you do not brew anything. You choose the types of potions you brew:

- **Healing Potion (d4 doses).** Drinking a dose of this potion recovers d4 HP.
- **Poison (d4 doses).** Drinking this poison forces a Constitution test with a DC equal to 10 + your Presence. The target takes d10 damage on a failed test. A dose can be applied to a weapon.
- **Explosive (1 bottle).** Throwing or dropping this bottle causes it to explode. Each creature near the explosion takes d8 damage.
- **Invisibility (1 bottle).** Drinking the contents of this bottle turns the user invisible for 1 hour or until it is damaged. While invisible, the target has advantage on attack and defense tests against creatures that can't see it.
- **Water Breathing (1 bottle).** Drinking the contents of this bottle allows you to breathe underwater for 1 hour.
- **Fire Resistance (1 bottle).** Drinking the contents of this bottle makes you immune to fire for 1 hour.

Your Origin

Choose or roll d6 for one.

1. A wealthy noble who sought to increase their power through magic.
2. A former soldier who turned to alchemy as a means of survival.
3. A mad scientist who discovered the secrets of alchemy through experimentation.
4. A prisoner who learned alchemy as a means of escape.
5. A religious zealot who believes alchemy is a gift from their deity.
6. A mercenary who uses alchemy to gain an advantage in battle.

2. The Assassin

A cold-blooded killer whose skills in stealth and silent death are unmatched. You move like a ghost, striking from the shadows and slipping away into the night.

Abilities

Charming: Add 1 to your Dexterity and Presence scores.

Weak: Subtract 1 from your Strength score.

HP: d8 + Constitution

Omens: d2

Starting Silver: 2d6 x 10s

Starting Weapons and Armor: You start with a bow, or you may roll d6 for your weapon. Roll d2 for your armor.

Special Talents

You begin with one of the following talents. Roll d6 or pick one that you like. You gain one extra talent every time you improve.

1. **Stalker.** Able to move quietly and unseen, like a ghost. You have an advantage on Dexterity checks made to move silently and hide.
2. **Chameleon.** A master of disguise, able to blend into any crowd. You have an advantage on Presence tests made to hide using disguises.
3. **Archer.** A deadly shot with a bow or crossbow. You gain a +2 bonus on attack tests and damage rolls made with ranged weapons and you don't suffer a disadvantage on attacks made against targets more than two zones away from you.
4. **Assassin.** Able to strike swiftly and silently, killing with a single blow. You score crits on a roll of 18-20.
5. **Quickdraw.** Able to read people and anticipate their actions. You have an advantage on initiative checks.
6. **Poisoner.** A skilled poisoner, able to brew deadly toxins. Once per day, you can create a simple poison with 4 doses (DC 10 Constitution, d8 damage). If you coat your weapon with the poison, it deals an additional d8 damage on a hit. You must reapply the poison each time you use it.

Your Origin

Choose or roll d6 for one.

1. Trained by a secret society of assassins, honing skills in stealth and murder.
2. Taught by a retired assassin, seeking redemption by passing on skills.
3. Self-taught, honing skills through a life of robbery and murder.
4. Trained by a powerful warlord, becoming a weapon of death in battle.
5. Taken as an apprentice by a skilled and deadly assassin.
6. Trained by a shadowy organization, becoming a weapon in their secret wars.

3. The Bandit

A ruthless outlaw, who plunders and pillages the weak for your own gain. You are a master of deception, able to charm and manipulate your victims before striking.

Abilities

Charming: Add 2 to your Presence score

Weak: Subtract 1 from your Strength score

HP: Constitution + d8

Omens: d2

Starting Silver: 2d6 x 10s

Starting Weapons and Armor: Roll d6 for your weapon and d2 for your armor.

Special Talents

You begin with one of the following talents. Roll d6 or pick one that you like. You gain one extra talent every time you improve.

1. **Rogue.** Skilled in the art of thievery and pickpocketing. You have an advantage on Dexterity tests made to pick locks and pockets.
2. **Slippery.** Able to navigate rough terrain and avoid pursuit. When fleeing from enemies through lightly or heavily obscured terrain, you can make a DC 10 Dexterity test. On a success, you successfully escape or hide from your enemies.
3. **Quickdraw.** Able to read people and anticipate their actions. You have an advantage on initiative checks.
4. **Intimidator.** Able to intimidate and coerce others into submission. At the start of combat, you can force the enemies to make a morale check before anyone takes their turn.
5. **Horsemaster.** A skilled horseman and expert in mounted combat. You have an advantage on tests made to ride, care for, and interact with horses. Additionally, you gain a +2 bonus on close combat and defense tests made while mounted.
6. **Silver-Tongued Devil.** A master of manipulating the minds of the weak-willed, using their fears and desires to bend them to your will. You have an advantage on Presence tests made while interacting with others.

Your Origin

Choose or roll d6 for one.

1. Raised by a band of ruthless outlaws, honing skills in thievery and violence.
2. A former soldier turned bandit, using military tactics to rob and plunder.
3. A desperate farmer driven to banditry by poverty and starvation.
4. A member of a secret bandit society, sworn to protect their own at any cost.
5. Once a successful merchant, now turned bandit to escape debt and ruin.
6. Formerly enslaved, now leading a band of escaped enslaved people seeking revenge.

4. The Cultist

A devout follower of dark deities who offers blood sacrifices in exchange for power and immortality.

Abilities

Devout: Add 2 to your Presence score.

Frail: Subtract 2 from your Strength score

HP: Constitution + d6

Omens: d4

Starting Silver: 1d6 x 10s

Starting Weapons and Armor: You start with a random scroll (your choice of corrupted or sacred). Roll a d6 on the weapon's table and a d2 on the armor table.

Special Talents

You begin with one of the following talents. Roll d6 or pick one that you like. You gain one extra talent every time you improve.

1. **Silver-Tongued Devil.** A master of manipulating the minds of the weak-willed, using their fears and desires to bend them to your will. You have an advantage on Presence tests made while interacting with others.
2. **Chameleon.** A skilled infiltrator, able to blend into any crowd and gain access to forbidden knowledge and secrets. You have an advantage on Presence tests made to hide using disguises.
3. **Concealed Weapons Master.** An expert in wielding the hidden blades, striking swiftly and silently to eliminate any who would oppose the cult. When you are wielding a weapon that deals d4 or d6 slashing or piercing damage, you can use your Dexterity score for your attack tests and damage rolls instead of Strength, and you have an advantage on initiative checks.
4. **Spellcaster.** You are proficient in the ancient rituals and sacrifices, able to appease the dark gods and summon their power. You have a +2 bonus on Presence tests made to use magic and powers.
5. **Infernal Mark.** Your association with dark powers grants you supernatural defenses. You have an advantage on defense tests, and you subtract -d2 from damage when you aren't wearing armor.
6. **Stalker.** A deadly assassin, trained in the art of death, can strike from the shadows and vanish without a trace. You have an advantage on Dexterity tests made to move silently and hide.

Your Origin

Choose or roll d6 for one.

1. Raised in a secretive cult, trained in the dark rituals and practices of the sect.
2. A former scholar who discovered forbidden knowledge and joined a cult to further your studies.
3. A desperate individual who turned to the cult for power and protection.
4. A victim of mind control and manipulation by a powerful cult leader.
5. A wealthy individual who joined a cult for personal gain and status.
6. A former prisoner who joined a cult to survive and gain power within the prison hierarchy.

5. The Inquisitor

The Inquisitors of Helkara, sworn to the service of the Great Powers, hunt down rogue spellcasters with ruthless efficiency, their blades sharpened and their minds set on one goal: to rid the land of the arcane corruption

Abilities

Resilient. Add 2 to your Dexterity score

Damaged. Subtract 1 from your Constitution score

HP: Constitution + d8

Omens: d4

Starting Silver: 2d6 x 10s

Starting Weapons and Armor: Roll d10 for your weapon and d4 for your armor.

Special Talents

You begin with one of the following talents. Roll d6 or pick one that you like. You gain one extra talent every time you improve.

1. **Truesight.** You can see through deception and lies, revealing the true nature of those around you. You can see in the dark (mundane and magical), see through illusions, and detect the true form of shapeshifters.
2. **Iron-Willed.** You are immune to the mind-altering magics of rogue spellcasters. You automatically pass all tests to resist magical effects that would charm, confuse, or frighten you.
3. **Concealed Weapons Master.** An expert in wielding the hidden blades, striking swiftly and silently to eliminate any who would oppose the cult. When you are wielding a weapon that deals d4 or d6 slashing or piercing damage, you can use your Dexterity score for your attack tests and damage rolls instead of Strength, and you have an advantage on initiative checks.
4. **Resilient.** You can endure harsh conditions and push through physical pain to complete your mission. You have an advantage on Constitution tests to resist poisons, extreme temperatures, and other harmful effects.
5. **Magic Resistance.** You can recall every detail of a spell or incantation, making them formidable opponents in magical duels. You have an advantage on tests to avoid and defend against magical effects.
6. **Stalker.** A deadly assassin, trained in the art of death, can strike from the shadows and vanish without a trace. You have an advantage on Dexterity tests made to move silently and hide.

Your Origin

Choose or roll d6 for one.

1. Raised in the shadow of the Iron Throne, trained to hunt rogue spellcasters and stamp out the heretical.
2. A survivor of the Blood Cult's sacrificial rites, now seeking vengeance against all dark magic.
3. Once a powerful sorcerer, now a hunted outcast seeking redemption through the destruction of others like himself.
4. A zealot of the Shadow Council, tasked with rooting out traitors and dissenters within the organization.
5. A member of the Necromancer's Guild turned against you, using their own forbidden knowledge to hunt you down.
6. A former member of the Sorcerer's Court, now seeking to atone for past misdeeds by hunting rogue spellcasters.

6. The Mercenary

A hired sword who fights for coin and cares not for the cause. You are a battle-hardened warrior, able to wield any weapon with deadly efficiency.

Abilities

Trained: Add 1 to your Strength and Dexterity scores.

Wretched: Subtract 1 from your Presence score.

HP: Constitution + d8

Omens: d2

Starting Silver: 2d6 x 10s

Starting Weapons and Armor: Roll d10 for your weapon and d4 for your armor.

Special Talents

You begin with one of the following talents. Roll d6 or pick one that you like. You gain one extra talent every time you improve.

1. **Archer.** A deadly shot with a bow or crossbow. You gain a +2 bonus on attack tests and damage rolls made with ranged weapons and you don't suffer a disadvantage on attacks made against targets more than two zones away from you.
2. **Durable.** You can shrug off mortal wounds and keep fighting. When your hit points fall to 0, you can make a DC 12 Constitution test. On a success, you fall to 1 hit point instead.
3. **Silver-Tongued Devil.** A master of manipulating the minds of the weak-willed, using their fears and desires to bend them to your will. You have an advantage on Presence tests made while interacting with others.
4. **Hawk-Eyed.** You can spot enemies from great distances. You have an advantage on Presence tests made to perceive.
5. **Rogue.** Skilled in the art of thievery and pickpocketing. You have an advantage on Dexterity tests made to pick locks and pockets.
6. **Quickdraw.** Able to read people and anticipate their actions. You have an advantage on initiative checks.

Your Origin

Choose or roll d6 for one.

1. Raised among the ashes of war, you learned to fight and survive in the most brutal of conditions.
2. A soldier of fortune, you sold your sword to the highest bidder and bathed in the blood of her enemies.
3. Abandoned by your comrades in the heat of battle, you learned to trust only yourself and your blade.
4. Born into a clan of warriors, they trained you from birth to be a weapon of war.
5. A veteran of countless conflicts, you have seen the horrors of war and emerged victorious.
6. Betrayed and left for dead by those you once called brothers-in-arms, you now fight for coin alone.

7. The Necromancer

In the dark corners of Helkara, whispers of the Necromancer spread fear and unease. Practitioners of the darkest magic, these wielders of death call forth the spirits of the dead and bend them to their will.

Abilities

Educated: Add 2 to your Presence score.

Frail: Subtract 1 from your Strength and Dexterity scores

HP: Constitution + d4

Omens: d2

Starting Silver: 2d6 x 10s

Starting Weapons and Armor: You start with one corrupted scroll. Roll d4 on the weapons table and d2 on the armor table.

Special Talents

You begin with one of the following talents. Roll d6 or pick one that you like. You gain one extra talent every time you improve.

1. **Reanimator (Power).** The ability to raise and control the dead as obedient servants. If you succeed on a powers test, you reanimate a corpse to do your bidding. Increase the DC of the check by 1 for every corpse you currently have under your control. If you fail a powers test to reanimate a creature and you have other undead creatures under your control, you lose control of the creatures and they attack you. You can use one use of your powers to regain control of your berserk undead minions, doing so with a successful powers test. You don't need a scroll to use this power.
2. **Shadowbind (Power).** The power to drain the life force of living beings and use it to enhance the necromancer's abilities. If you succeed on a powers test, you drain d4 hit points from a creature that is near you. You then gain the use of 1 omen.
3. **Necrotic Drain (Power).** The ability to drain the vitality of the land and the creatures that live there to sustain oneself. If you succeed on a powers test, all living things within 300 feet of you take d4 damage. You don't need a scroll to use this power.
4. **Soul Harvest.** The ability to capture the essence of a living being and use it to fuel one's own magic. Touch one creature that has died within the last 10 minutes and make DC 12 Presence test. If you succeed, you regain d6 uses of powers. The creature's soul is destroyed and it is removed from The Eternal Cycle.
5. **Death's Door.** The ability to sense the presence of death, the proximity of the afterlife, and the passage between the two. You can sense whenever there is a dead or undead creature within 300 feet of you. If the creature hasn't been dead for more than 10 minutes, you can grant it a semblance of life, allowing it to speak.
6. **Death's Embrace (Power).** The power to bring an opponent's life to an abrupt end with a touch. If you succeed on a powers test, you can touch one creature. That creature falls to -1 hit points. You can't use omens to grant advantage on powers tests when using this power, nor can use them to nullify fumble results.

Your Origin

Choose or roll d6 for one.

1. You were raised by a family of powerful practitioners who passed down their knowledge of the dark arts.
2. You were a scholar who discovered an ancient tome of forbidden magic and became a necromancer.
3. You were a desperate individual made a deal with a powerful demon, gaining the ability to control the dead.
4. You were born with a natural affinity for the dark arts and the power to control the dead.
5. You were an alchemist who was experimenting with the dead who became a necromancer after an experiment went wrong.
6. You were a grave robber who stumbled upon a tomb filled with powerful magic and became a necromancer.

8. The Outlander

A hardened survivor who has mastered the art of surviving in the wild. You are a skilled tracker, able to find food and shelter in the most inhospitable places.

Abilities

Trained: Add 1 to your Strength and Dexterity scores.

Wretched: Subtract 1 from your Presence score.

HP: Constitution + d10

Omens: d2

Starting Silver: 1d6 x 10s

Starting Weapons and Armor: Roll d10 for your weapon and d2 for your armor.

Special Talents

You begin with one of the following talents. Roll d6 or pick one that you like. You gain one extra talent every time you improve.

1. **Hunter.** Born with the gift of survival, you can track prey through the harshest of wilds. You have an advantage on Presence tests made to track creatures in the wild. You can't be surprised so long as you're conscious.
2. **Survivalist.** Fiercely independent, you have a knack for living off the land and are not afraid to fight for your survival. So long as you have access to the wilderness, you always have food and water available. Additionally, given a couple of hours, you can create basic tools, weapons, shelter, or anything else that's reasonable with the resources you have on hand.
3. **Quickdraw.** Able to read people and anticipate their actions. You have an advantage on initiative checks.
4. **Horsemaster.** A skilled horseman and expert in mounted combat. You have an advantage on tests made to ride, care for, and interact with horses. Additionally, you gain a +2 bonus on close combat and defense tests made while mounted.
5. **Polyglot.** A nomad at heart, you have traveled far and wide, learning the ways of different cultures, and can speak many tongues. You can understand and speak all languages spoken by humanoids except for extremely rare, esoteric, or magical languages.
6. **Archer.** A deadly shot with a bow or crossbow. You gain a +2 bonus on attack tests and damage rolls made with ranged weapons and you don't suffer a disadvantage on attacks made against targets more than two zones away from you.

Your Origin

Choose or roll d6 for one.

1. Raised by wolves in the wilds, you learned to survive by hunting and fighting with your bare hands.
2. Abandoned as a child in the desert, you learned to survive on your own and now wander in search of a new family.
3. Sold into slavery at a young age, you learned to fight and kill to survive and eventually escaped.
4. Raised in a tribe of barbarians, you honed your fighting skills through constant battles and raids.
5. Orphaned in the mountains, you had to learn to survive on your own and become a skilled hunter and tracker.
6. Grew up as a farmer in the middle of nowhere, never had contact with civilization, but was forced to defend yourself from wild animals constantly.

9. The Scavenger

The scavenger is a creature born of the ruins, a survivor in a land of death and decay. They scour the wastelands for scraps, driven by hunger and the will to survive.

Abilities

Adapted: Add 2 to your Constitution score.

Uncivilized: Subtract 2 from your Presence score.

HP: Constitution + d10

Omens: d2

Starting Silver: 1d6 x 10s

Starting Weapons and Armor: You start with three pieces of random equipment (2 from the common table and 1 from the uncommon table) in addition to those you already rolled. You roll d10 on the weapons table and d4 on the armor table.

Special Talents

You begin with one of the following talents. Roll d6 or pick one that you like. You gain one extra talent every time you improve.

1. **Scavenger.** You can accurately spot valuable items or resources amidst the debris. When you roll on the “Discover Something Valuable” table, you can roll two d6s and keep the result you like best. Discard the other result.
2. **Hauler.** You can carry an extraordinary amount of goods without appearing encumbered. You can carry Strength + 15 normal-sized items without a problem (instead of Strength + 10). After that, you have disadvantage on Strength and Dexterity tests. It is impossible to carry more than twice Strength + 15.
3. **Reactive.** You have an uncanny ability to avoid dangerous situations and find safety in unexpected places. You have an advantage on Dexterity tests made to avoid taking damage from sources that you can see, such as magic and traps. You must be able to see, hear, and not be incapacitated to gain this advantage.
4. **Barterer.** You have proficiency in bartering and negotiating for goods and services. You have an advantage on Presence tests made to barter for goods and services. Additionally, you can automatically detect a product's quality and whether or not it is authentic.
5. **Stalker.** A deadly assassin, trained in the art of death, can strike from the shadows and vanish without a trace. You have an advantage on Dexterity tests made to move silently and hide.
6. **Survivalist.** Fiercely independent, you have a knack for living off the land and is not afraid to fight for your survival. So long as you have access to the wilderness, you always have food and water available. Additionally, given a couple of hours, you can create basic tools, weapons, shelter, or anything else that's reasonable with the resources you have on hand.

Your Origin

Choose or roll d6 for one.

1. Raised among the refuse and ruins of a war-torn city, you learned to survive by scavenging for scraps and trinkets among the debris.
2. A former member of a criminal underworld, you turned to a life of scavenging after a falling out with your former associates.
3. The descendant of a nomadic tribe known for their ability to survive in harsh environments, you learned the art of scavenging from your ancestors.
4. A former thrall of the sorcerer-kings forced to scrounge for food and supplies, you honed their skills and eventually gained your freedom through their scavenging abilities.
5. A shipwreck survivor who washed up on a deserted island, you learned to survive by scavenging the wreckage of your ship and hunting the island's native creatures.
6. A scholar sent on a mission to explore Nothing's Edge, you learned to survive by scavenging the area's resources and adapting to its harsh conditions.

10. The Shifter

The shifter, a being of primal power, able to take on the form of beasts and strike fear into the hearts of men, a hunter without equal, a creature of the wild, feared and respected in equal measure.

Abilities

Quick: Add 2 to your Dexterity score.

Lacking: Subtract 1 from Strength, Constitution, or Presence.

HP: Constitution + d6

Omens: d2

Starting Silver: 1d6 x 10s

Starting Weapons and Armor: Roll a d4 on the weapon's table and d2 on the armor table.

Special Talent: Shapeshift

You begin with the ability to change into one of the following animals. Roll d6 or pick one that you like. Whenever you improve, choose or roll for another animal into which you can shift. All of the animals' statistics are included in the adversary section.

d6	Animal	Armor	Attack	Special
1	Bear	-d2	Bite/claw d8	—
2	Fox	—	Bite/claw d2	Advantage on defense tests
3	Hawk	—	Talon d2	Flight and advantage on Presence tests made to see
4	Stag	—	Gore d4	Fast movement
5	Wolf	—	Bite/claw d6	Advantage on close combat tests when an ally is near
6	Serpent	—	Bite 1 + poison	Poison deals d2 damage for d6 rounds

When you transform, you may stay in your beast shape as long as you like. However, once each hour, you must test Presence with a DC equal to 5 + 1 for each hour you've been in that form. If you fail the test, you revert to your normal form, and you're winded for d4 rounds (can't take actions, can only move). If you succeed, you remain in your form. If you roll a fumble, you can't transform again for d10 days. And if you roll a crit, your animal brain takes over, and you start forgetting that you were ever a human in the first place. If you fall unconscious or your HP falls to 0, you immediately revert back to your human form.

While you are transformed, you are that animal and can only do what that animal can do. You retain your ability to think as a human, but you can't speak or use magic or perform any actions that you only could as a human (pick locks, play the lute, dance a jig, etc.) You replace the damage you deal with the animals and gain any natural armor it has, but otherwise, you still use your own ability scores for tests, attacks, and defense.

Your equipment and gear aren't transformed and instead fall wherever you transformed, assuming your form is smaller than your normal form.

Your Origin

Choose or roll d6 for one.

1. Born into a tribe of nomadic shape-shifters, you honed your skills in the wilds, learning to harness your powers to survive in the harsh landscapes of Helkara.
2. A victim of a cursed bloodline, you struggle to control your shifting abilities and seek to understand the source of your powers through adventure and battle.
3. A former member of a secret society of shapeshifters, you were forced to flee from persecution and have now turned to a life of adventure to survive.
4. A powerful sorcerer granted the gift of shifting through a dark pact, you use your powers to further your own ambition and gain control over others.
5. A wild and untamed creature, you have always been a shifter, living alone in the forests, and now seek to discover the world and its inhabitants.
6. A former thrall, you were experimented on by a twisted sorcerer, gaining the ability to shift but losing all memories of your past life. Now you roam the land seeking answers and revenge.

11. The Sorcerer

A wielder of ancient and forbidden magic, able to harness the powers that destroyed the world long ago. You are often a reviled and respected figure, able to summon demons and bend the elements to your will.

Abilities

Connected: Add 2 to your Presence score.

Sickly: Subtract 1 from your Strength and Constitution scores.

HP: Constitution + d4

Omens: d4

Starting Silver: 2d6 x 10s

Starting Weapons and Armor: You start with a random scroll (your choice of corrupted or sacred). Roll a d4 on the weapon's table and a d2 on the armor table.

Special Talents

You begin with one of the following talents. Roll d6 or pick one that you like. You gain one extra talent every time you improve.

1. **Truesight.** You can see through deception and lies, revealing the true nature of those around you. You can see in the dark (mundane and magical), see through illusions, and detect the true form of shapeshifters.
2. **Demon-Voiced.** You can command and control the minds of others. You can make a Presence test against a DC equal to the target's morale. If you succeed on the test, the creature must follow whatever course of action you tell it to. The creature pursues the course of action you described to the best of its ability. The suggested course of action can continue for at least 24 hours. If the target can complete the suggested activity in a shorter time, the spell ends when the subject finishes what they were asked to do. If your check fails, you take d2 damage, and you can't use this talent on that creature ever again; furthermore, it is always hostile towards you, even if it was previously friendly. Using this talent doesn't expend your powers.
3. **Telekinetic.** You can weave and shape reality with a mere gesture. You can move small objects weighing no more than 10 pounds using only your mind. You can't move an item more than 30 feet from you, and you may only move one item at a time. Using this talent doesn't expend your powers.
4. **Spellcaster.** You are proficient in the ancient rituals and sacrifices, able to appease the dark gods and summon their power. You have a +2 bonus on Presence tests made to use magic and powers.
5. **Chaos Mage.** You can summon and control the elements at will. You can shoot acid, fire, cold, or any other element of your choice from your hands. You attack with a DC 12 Presence test and deal d8 damage on a hit. Doing so doesn't use your powers.
6. **Lucky.** You can bend fate and destiny to serve your desires. You always roll the maximum number of Omens possible.

Your Origin

Choose or roll d6 for one.

1. Forged a pact with an ancient demon to gain forbidden knowledge and power.
2. Sold their soul to a powerful deity in exchange for magical abilities.
3. Studied under a reclusive wizard, mastering forbidden arts at a terrible cost.
4. Inherited a cursed bloodline, granting you powerful magic but at the cost of your sanity.
5. Trained in secret by a sect of heretical mystics channeling dark energies.
6. Discovered an ancient spellbook and delved too deep into its forbidden knowledge.

12. The Warrior

A fierce and mighty fighter, able to wield any weapon and armor easily. You are a formidable force on the battlefield, feared by your enemies and respected by your allies. You fight for glory, honor, or gold, striking down your foes with brutal efficiency and standing tall in the face of danger. You are a true warrior, a fierce and unstoppable force, dreaded by your enemies and respected by your allies.

Abilities

Powerful: Add 2 to your Strength score.

Dull: Subtract 2 from your Presence score.

HP: Constitution + d12

Omens: d2

Starting Silver: 1d6 x 10s

Starting Weapons and Armor: Roll a d10 on the weapon's table and a d4 on the armor table.

Special Talents

You begin with one of the following talents. Roll d6 or pick one that you like. You gain one extra talent every time you improve.

1. **Opportunist.** You can spot weaknesses in armor and strike with precision. Whenever you succeed on a defense test by 5 or better, you can make one free attack against the attacker.
2. **Martial Artist.** You can crush a man's throat with a single blow. You can make one extra attack each round using your unarmed strike, and your unarmed strikes deal 1d4 + Strength bludgeoning damage.
3. **Thick-Skinned.** You can shrug off blows that would fell a lesser man. You subtract 1 from all damage that you take.
4. **Stalker.** A deadly assassin, trained in the art of death, can strike from the shadows and vanish without a trace. You have an advantage on Dexterity tests made to move silently and hide.
5. **Fearsome.** You can inspire fear in the hearts of enemies. Enemies with morale scores of 7 or lower check for morale every turn while you are present and conscious.
6. **Quickdraw.** Able to read people and anticipate their actions. You have an advantage on initiative checks.

Your Origin

Choose or roll d6 for one.

1. Raised among barbarians, honed in the crucible of war, your bloodlust is only quenched by the clash of steel.
2. Abandoned at birth, surviving only through strength and ferocity, your past fuels a never-ending battle lust.
3. Scarred by a life of battle and betrayal, you fight on, driven by the ghosts of fallen comrades.
4. A thrall turned gladiator, you know the thrill of the crowd, the rush of battle, and the taste of freedom.
5. A soldier broken by the horrors of war, you now wander, seeking redemption in the next fight.

Abilities

Abilities are the very essence of a hero, for they define your strength, skill, endurance, and charisma.

- Strength, which measures the might of a warrior's arm and the power of your blows.
- Dexterity, which measures the speed and precision of a rogue's hand and the agility of your foot.
- Constitution, which measures the stamina and fortitude of a soldier's body and the resilience of your spirit.
- Presence, which measures the charm and persuasion of a leader's words and the power of your presence.

Generating Ability Scores

Roll 3d6 four times and use the table below to generate each ability score from -4 to +4. The sum is not used in the game once the character is created, only the table's value. Assign the values to any ability score you like.

Characters not created with the archetypes may roll 4d6 and drop the lowest die for two of their abilities. When the character is later improved, an ability can never exceed +5 or -5.

Abilities

3d6	Ability Score	3d6	Ability Score
1	-5	12-13	+1
2-3	-4	14-15	+2
4-5	-3	16-17	+3
6-7	-2	18-19	+4
8-9	-1	20	+5
10-11	±0		

Background

Who are you? Why do you do what you do? Use the tables below to learn more about yourself.

Flaws

Roll a d20, or choose one that fits your hero.

1. Cowardly: You are easily frightened and may flee from danger. When combat starts, you must test DC 10 Presence. If you fail, you must double move every turn until you are away from the combat. An ally can convince you to stand and fight by using their action to make a Presence test against a DC of 10 + your Presence score, convincing you to stay and fight with a success.
2. Weak: You have a frail physique, making her unable to lift heavy objects or strike hard blows. Subtract 2 from your Strength score (in addition to any other modifiers). You cannot reduce your Strength score below -5.
3. Clumsy: You are uncoordinated, making her prone to accidents and mishaps. Subtract 2 from your Dexterity score (in addition to any other modifiers). You cannot reduce your Dexterity score below -5.
4. Slow: You are sluggish and slow, making you easy to outmaneuver. You have disadvantage on initiative tests and you can't double move during combat.
5. Fragile: You have a weak constitution, making you susceptible to injuries and illnesses. Subtract 2 from your Constitution score (in addition to any other modifiers). You cannot reduce your Constitution score below -5.
6. Dumb: You have a dull mind, making it hard for you to understand complex concepts. You have disadvantage on Presence tests made to understand complex concepts and information.
7. Uncharismatic: You have a weak presence, making it hard for you to persuade or influence others. You have disadvantage on Presence tests made to interact with others.
8. Loud: You are not able to move quietly, making it hard for her to sneak up on her enemies. You have disadvantage on Stealth tests.
9. Unresourceful: You are unable to find solutions to problems, making you helpless in dire circumstances. During combat, you can't act until you use your action to succeed on a DC 10 Presence test or until another creature attacks you.
10. Unperceptive: You have a poor sense of awareness, making it hard for you to spot potential danger or opportunities. You have disadvantage on Presence tests made to perceive.
11. Unlucky: You is plagued with bad luck, making your tests harder than usual. When you roll for omens, reduce the number you roll by 1 (to a minimum of 0).
12. Dishonorable: You lack a sense of morality, and may resort to underhanded tactics and deception. When one of your allies uses an omen, you can stop them from expending the omen. They lose the omen and you gain one extra omen for that day. They are aware of this deception.
13. Greedy: You are driven by a strong desire for wealth and material possessions, and may make decisions based on personal gain. Whenever you are faced with a financial decision, you must test Presence 10. If you fail, you refuse to share money or attempt to grab whatever you can see. If someone prevents you from taking what is yours, you can't use omens for 24 hours.
14. Vengeful: You hold grudges easily and seek revenge for perceived slights. Until you handle the perceived slight or grudge, you can't use omens.
15. Arrogant: You have an inflated sense of self-worth, and may overestimate your abilities. You roll fumbles on a result of 1 or 2 on the d20.
16. Impulsive: You act without thinking, and may make rash decisions that put yourself and others at risk. You have advantage on initiative checks; however, you have disadvantage on attacks and defense rolls during the first round of combat.
17. Paranoid: You are suspicious of others and may see enemies or plots everywhere; this actually makes it easier to deceive you. You have disadvantage on Presence tests made to avoid deceptions and being misled.
18. Self-centered: You are focused on your own needs and desires, and may neglect the needs of others. You can't offer aid to an ally unless they successfully convince you that it's in your best interests.
19. Addicted: You are dependent on a substance or activity, and may make dangerous choices to feed the addiction. The first time you are exposed to your addiction's trigger, you must test DC 10 Constitution. If you fail, you must partake in the activity or use the substance.
20. Corrupted: You have been exposed to dark magic, and may be struggling with its negative effects on your mind and soul. Roll once on the arcane catastrophes table. If you roll a result that would cause you to die, you don't die, but are doomed to die within d666 days (only the GM knows the actual day that you will die).

Physical Features

Roll a d20 or choose one that fits your hero.

1. A distinctive birthmark on the cheek
2. A missing finger on the left hand
3. A noticeable limp due to an old injury
4. A distinctive facial mole
5. A deep, raspy voice
6. A scar above the left eyebrow
7. A set of missing teeth
8. A tattoo of a ship on the upper arm
9. A set of calloused hands from years of hard labor
10. A bulbous nose from plenty of breaks
11. A scar across the knuckles from a knife fight
12. A distinctive birthmark on the thigh
13. A set of piercing eyes
14. An unusual smell
15. A scar on the left cheek from a burn
16. A scar on the right hand from a sword fight
17. A distinctive facial mole
18. A set of missing fingers on the right hand
19. A deep, raspy voice
20. A set of calloused feet from years of hard travel

Bad Habits

Roll a d20 or choose one that fits your hero.

1. Constant drinking: You are never seen without a bottle in hand, and are often drunk.
2. Gambling: You are always looking for a game of chance, and will bet on anything.
3. Smoking: You are always seen with a cigarette or pipe, and will smoke wherever she goes.
4. Lying: You are a habitual liar, and are not to be trusted.
5. Stealing: You have a penchant for taking what she wants, whether it belongs to her or not.
6. Cheating: You are not above cheating to get what she wants, whether it be in a game or in life.
7. Greed: You are driven by a desire for wealth and power, and will do whatever it takes to get it.
8. Gluttony: You have a voracious appetite, and will eat anything she can get her hands on.
9. Sloth: You are lazy, and will avoid any task that requires effort.
10. Envy: You are jealous of others and their possessions, and will do whatever it takes to get what they have.
11. Wrath: You have a quick temper and is prone to violent outbursts.
12. Lust: You have a strong desire for pleasure, and will indulge in any opportunity that arises.
13. Pride: You are arrogant and believes yourself to be better than others.
14. Despair: You have a tendency to give in to feelings of hopelessness and depression.
15. Blasphemy: You are disrespectful of religion and sacred things.
16. Impudence: You have a tendency to be rude and disrespectful.
17. Disrespect: You do not show respect for authority or elders.
18. Excess: You have a tendency to indulge in everything to the extreme.
19. Indecency: You have a tendency to act in an inappropriate or offensive manner.
20. Intolerance: You have a tendency to discriminate against certain groups or individuals.

Story from Your Past

Roll a d20 or choose one that fits your hero.

1. Framed for a crime and had to flee the law.
2. Kidnapped by a rival bandit clan and had to escape.
3. Hunted by a vengeful sorcerer.
4. Imprisoned in a cursed temple, had to fight off possession by a demon.
5. Held for ransom by ruthless pirates, had to find a way to escape.
6. Falsely accused of heresy and had to clear their name.
7. Betrayed by a trusted ally, had to survive in the wilderness alone.
8. Imprisoned by a tyrannical ruler, had to find a way to escape.
9. Tracked by a powerful witch seeking revenge.
10. Trapped in a haunted castle, had to find a way to escape the ghostly inhabitants.

11. Forced to participate in gladiatorial combat, had to survive and find a way to escape.
12. Kidnapped by a cult, had to escape before being sacrificed to their deity.
13. Lost in an underground labyrinth, had to find a way out before running out of supplies.
14. Pursued by a powerful dragon seeking revenge.
15. Confined by a blizzard, had to survive and find a way to safety.
16. Kidnapped by slavers, had to escape before being sold.
17. Trapped in a cave-in, had to find a way out before running out of air.
18. Hunted by a powerful undead warlord.
19. Locked in a sinking ship, had to find a way to escape before drowning.
20. Stalked by a powerful demon, had to find a way to banish it back to the underworld.

Hit Points

are the measure of your life force, for they represent the amount of damage you can sustain before falling in battle. You lose hit points whenever an enemy's weapon or spell strikes you. When your hit points reach zero, you are incapacitated and may be killed if not treated promptly. And if your hit points fall below zero, you are dead. No more songs are sung of your deeds.

Your archetype determines the number of hit points (HP) that you start with. If you choose not to have an archetype, you start with a number of HP equal to d10 plus your Constitution score—in the worst case, 1 HP, but never less.

Omens

Omens are the signs of fate, the whispers of the gods, guiding you on her journey. They are the moments when you are given a glimpse of what is to come, whether it be good or ill. Every archetype lists the number of omens with which you starts. If you choose not to take an archetype, you start with d2 Omens. After your Omens are depleted, you must rest for six hours to regain the archetype's designated die roll (or d2) worth of Omens.

You may use your omens to gain one of the following benefits:

- One of your attacks deals maximum damage
- Reroll a die roll (yours or someone else's)
- Lower damage dealt to you by d6
- Neutralize a Crit or a Fumble
- Gain advantage on a test