

CHAPTER
TWO

CHARACTER CREATION



Before you can play *Asunder*, you'll need a character. This chapter walks you through the steps you need to think about in order to make an avatar for yourself in the game world. The Keeper can provide you with a character if you wish, but this chapter allows you to make one that is yours in every way.

When you create a character, you can make all the decisions about what the character looks like, acts like, and where they come from, or you can leave many of those choices to chance. While having full control over your character can be satisfying, rolling random traits for your character can often generate ideas you'd never have come up with otherwise!

WHAT IS A SEEKER?

Most people in *Asunder* are content to live their lives: merchants, hunters, sailors, craftspeople, artists, and myriad other professions. Some, though, know that something is wrong with the world. Some go beyond muttering about end times and want to know more, to find out what the truth of the matter is, and maybe to stop it. They are Seekers.

Before you create your Seeker, ask yourself: what do you seek?

ANSWERS

One thing many Seekers have in common is their need for answers. They wonder why the world is dying, why the dead sometimes rise from battlefields, why there's a perpetual storm that haunts the seas, why the demons spill forth from the earth, why the gods left. They recognize that the world is full of mystery, and they make it their mission to investigate that mystery, to learn why things are the way they are, why they work the way they do.

REDEMPTION

Some become Seekers in order to atone for some past misdeed. They believe that, if they can unravel the mysteries of the world, if they can protect people from its dangers, if they can find its hidden places and its wonders, they can make up for the things they've done.

BELONGING

Many Seekers start off as outcasts. They're people who don't belong in the communities to which they were born for some reason or another, and they're looking for a place to call home. Seekers often organize into bands, and these bands can become incredibly tight-knit. When you're out in the world, facing its dangers on a regular basis, you want to do so with people you trust. You come to rely on those people, and they become your family, even if only for a time.

ADVENTURE

Some become Seekers purely out of a sense of wanderlust. They want to see the wide world, make their mark, and have a good time doing it. It's a simple motivation, but a common one.

FAME AND FORTUNE

There are a lot of valuable artifacts in the forgotten places of the world, and there's plenty of money and notoriety to be made by finding those objects and bringing them back to civilization. There are those who become Seekers because working a trade just isn't for them and they have to make money *somewhat*.

ORIGINS

Once you've thought about why your character might become a Seeker, it's time for you to choose your Origin. Your Origin describes where in the world you come from, but it goes a bit beyond that. While every Seeker in *Asunder* is human, humans are a widely divergent lot in this world. When the gods created humanity, they imbued humans with a spark of divine Essence. When the gods left, the humans' Essence bonded with various aspects of their environment, with their physical bodies, or even with their own souls, giving humans from different parts of *Asunder* myriad strange and wondrous powers.

The following Origins are available in the world of *Asunder*. Other Origins, or even Ancestries from Schwalb Entertainment's *Shadow of the Demon Lord*, might be available at the Keeper's discretion.

THE MAINLAND

People from the mainland have no special powers unless they seek them out. Those from the mainland delve deep into their professions, bond with symbiotic gear, or seek out Chaos so that they can wield its incredible, unpredictable power.

PACARI

On Pacari, the people bonded with beasts. This bond gives the Pacari bestial traits and abilities, as well as the power to communicate with and even control their bonded beasts.

BLACK ISLE

The Black Isle is a place of desolation and hardship where people have learned to turn their Essence inward. Through intense training and powerful meditative techniques, the Black Islanders have made themselves capable of superhuman feats.

SKY CITY

The people of Sky City live among the clouds, and their bond allows them to defy gravity. Most can leap great distances, and some can even fly!

FATAL FLAWS

Each Origin has a *Fatal Flaw* table. While you can feel free to choose one from the table or make up your own Fatal Flaw, please ensure that your Fatal Flaw is something that will complicate your life from time to time. Ideally, it'll get in your way one or two times per session. Don't worry; when your Fatal Flaw complicates your life, you get a mechanical reward and it'll lead to fun situations! Check out Chapter 3 for more information on how fatal flaws work.

NEW GAIA

On New Gaia, people bond with plants, learning to create, mold, and control them in unique and powerful ways. Additionally, some people on New Gaia bond with insects instead of plants, though these individuals are rare.

THE SEA

The people of The Sea, known as Seafarers, are a changeable and tumultuous people, and this is represented by the ongoing mutations of their bodies. Some even learn to create additional mutations, allowing them to consciously adapt to their environment.

ORIGIN BENEFITS

Each Origin will provide you with a number of benefits, starting traits, and access to special Essence powers.

ORIGIN STORY

In each Origin, you'll see suggestions for what your character might be like, as well as a number of tables that include even more twists and turns in your personal story. You're free to roll on these tables, choose options, or make up your own (with help from your Keeper), as you see fit. While random chance can act as a catalyst for story ideas you may never have thought of before, ultimately your Seeker is *your* character in this game, and you should make sure you're happy with who you're playing before the game begins.

ORIGIN TRAITS

This game uses attributes and characteristics to describe your capabilities, as well as talents and powers. Your Origin determines what your starting Attributes and Characteristics are, as well as your starting talents (if any), what powers you have access to, and so forth.

ATTRIBUTES

Your Seeker has four attributes: Strength, Agility, Intellect, and Will. Each attribute has a **score** (provided by your Origin) and a **modifier**.

SCORES

Your attributes are rated 1 to 20; this is your **score**. 10 is considered average for a human being. Write down the starting scores for your Origin and modify them as your Origin directs you to.

- ❖ **Adjusting Scores:** You can increase one score by 1 by decreasing another score by 1. You can make this adjustment only once during character creation.
- ❖ **Increasing Scores:** As your group's level increases, so too will your scores.

RANDOM ORIGINS

You can choose your own Origin if you like. If you'd prefer to let the dice decide, roll a d6.

ID6	ORIGIN
1	The mainland
2	Pacari
3	The Black Isle
4	Sky City
5	New Gaia
6	The Sea

MODIFIER

You use your score to determine your modifier. To do so, subtract 10 from your score; the result is the modifier for that attribute. For example, if your Strength is 11, your modifier is +1. If your Agility is 9, your modifier is -1. Note the modifier for each attribute on your character sheet.

CHARACTERISTICS

In addition to your four attributes, your character has several characteristics: Defense, Health, Healing Rate, Perception, Size, Speed, Essence, Damage, Discord, and Strain. Your Origin tells you what to fill in for each of these numbers.

ESSENCE TREE ACCESS

Your Origin determines what your character's Essence has bonded to, or can bond to. Part of this is represented by any talents your Origin gives you, but each Origin also has access to two Essence trees. Essence trees are collections of Essence powers ranked from 0 to 5. Whenever a talent—whether from your Origin or from a path—directs you to choose Essence powers or discover Essence trees, you choose from the trees to which your Origin grants you access.

LANGUAGES & PROFESSIONS

Your Origin also tells you which languages you speak, read, and write, and which professions (if any) you start the game

CHARACTER SHEET

You'll find a character sheet at the end of this book; you can feel free to print or photocopy this sheet as often as you need to in order to record your character's statistics and other important features. You can also download a copy of the character sheet from the *Asunder* website.

with. You might get more of these throughout the game as your group advances.

TALENTS

Your Origin might also give you one or more talents. Some Origins don't start with any talents, while others might start with more than one. Record these talents and what they do on your character sheet.

You gain a special benefit tied to your Origin when your group reaches level 4.

ORIGIN TABLES

Each Origin presents several tables that you can use to flesh your character out. You can feel free to choose options from these tables or even make up your own (with your Keeper's help), but it can sometimes be more fun to roll randomly on these tables. After all, constraints often breed creativity!

THE MAINLAND

People from the mainland don't have the same array of strange and diverse powers that people from other parts of Asunder have. What they do have is determination, versatility, and numbers. Where someone from New Gaia might learn to rely on her ability to control plants, or a person from Sky City might grow dependent on his ability to defy gravity, mainlanders learn to live in the world of Asunder without any of those advantages. They adapt by deepening their knowledge of their professions, banding together into large city-states, and learning to survive by their own grit and gumption.

⦿ **Soul-Bonded:** People from the mainland have Essence just like any other human on Asunder, but their Essence bonded with their own souls long ago. While this doesn't give them any overt powers, it does make them the only people in the world who can learn to harness Chaos or receive blessings from Pure Light.

Mainlanders can also forge deeper bonds with living gear than people of other Origins. Most mainlanders pursue none of these paths, though, leaving such dangerous activities to Seekers and other foolish risk-takers.

- ⦿ **Numerous:** The mainland is larger than any of the islands of Asunder, and its population is correspondingly outsized. Where a settlement on one of the islands might consist of thousands or tens of thousands of people, each city-state on the mainland contains millions of people. While the city-states don't often agree, there's strength in numbers and there's power to be found in cooperation. Mainlanders learned this a long time ago; they know the value of having reliable comrades at your side.
- ⦿ **Deep Knowledge:** Mainlanders, for the most part, don't have to spend time learning how to use strange powers because they have none. As a result, they spend their time learning trades, crafts, professions, and pursuing various specialties of knowledge. The mainland is renowned for its expert craftsfolk and sages, and nearly everyone on the mainland is literate in at least one language.
- ⦿ **Common Names:** Panket, Cindare, Merina, Trask, Alia, Flor, Jaddiah, Nira

CREATING A MAINLANDER

Starting Attribute Scores Strength 10, Agility 10, Intellect 10, Will 10. Choose one attribute and increase it by 1.

Perception equals your Intellect score

Defense equals your Agility score

Health equals your Strength score

Healing Rate equals one-quarter of your Health, rounded down

Size 1/2 or 1, Speed 10, Essence 0

Damage 0, Discord 0, Strain 0

Essence Trees: Chaos, Symbiosis

Languages and Professions: You speak, read, and write Trade Speech, as well as a second language of your choice. You get one random profession.

LEVEL 4 EXPERT MAINLANDER

Characteristics: Health +5

You either learn one Essence power or gain Expertise.

Expertise: Make two choices. For each choice, you can either choose to read, write, and speak a new language or else add a single profession. In addition, whenever one of your professions grants you a boon on a challenge roll, you get 1 extra boon. If any of your boons on this roll generate a result of 1, reroll them, keeping the new result.



(from left to right) A symbiont gear maker, a leader of the Pure Light cult, and a Chaos-wielder whose body has already started to show the effects of too much Discord.

MAINLANDER BACKGROUND

D20 BACKGROUND

- 1 You come from a wealthy merchant family. When you roll for your starting Wealth, add 2 to the roll.
- 2 You were exposed to Chaos not too long ago. You start with 1 Discord.
- 3 You earned a living working in your profession.
- 4 You once hired Jenny Blue-Eyes to assassinate someone.
- 5 You attended one of the academies of Hyden. Add a random area of academic knowledge.
- 6 You're a frequent visitor to the Arena of Megalith.
- 7 You come from one of the outlying settlements and have only visited a city-state once.
- 8 You spent seven years learning to sail with the Seafarers. You start with 1d6 Strain and the Sailor profession.
- 9 You spent time apprenticing for a master craftsperson. Add the Artisan profession.
- 10 You're recovering from an addiction to symbiotic performance-enhancers. You start with 1d6 Strain.
- II You once tried to bond with a Chaos shard and failed, but survived. You start with 1d6 Discord.
- 12 You lost two fingers on one of your hands to your profession. You consider it a fair trade.
- 13 When one of the Naga attacked your caravan, you drove it off.
- 14 You spent time in Storm Point in a part of town inhabited primarily by weavers.
- 15 You were born in Megalith and spent your early years on the streets.
- 16 You've traveled all over the world. You speak an additional language.
- 17 You spent time in Hyden studying linguistics. Choose a language you speak; you can read and write that language.
- 18 You have a spouse and 1d6-2 children (minimum 0).
- 19 You stole something valuable and buried it to keep it safe.
- 20 You lost someone important to you. Their death haunts you to this day.

MAINLANDER FATAL FLAW

3D6 FATAL FLAW

- 3 You're cruel and like causing others pain.
- 4 You're greedy and want to get as much for yourself as you can.
- 5-6 You anger easily and fly into a rage at the slightest provocation.
- 7-8 You hold a deep grudge against someone and you'll do anything to get revenge.
- 9-12 You're reckless, always looking for a thrill.
- 13-14 There's someone you're protecting, and you'll do anything to keep them safe.
- 15-16 You doubt yourself and often hesitate at the wrong time.
- 17 You dislike violence and avoid it whenever you can.
- 18 You believe that everyone is fundamentally good.

MAINLANDER NATIONALITY

3D6 NATIONALITY

- 3 Megalith
- 4-7 Far East
- 8-II Storm Point
- I2-I4 Hyden
- I5-I6 East Twin
- I7-I8 West Twin

MAINLANDER AGE

3D6 AGE

- 3 You're a child, 18 years old or younger.
- 4-7 You're a young adult, 19 to 25 years old.
- 8-I2 You're an adult, 26 to 35 years old.
- I3-I5 You're a middle-aged adult, 36 to 55 years old.
- I6-I7 You're an older adult, 56 to 75 years old.
- 18 You're a venerable adult, 76 years old or older.

MAINLANDER BUILD

3D6 BUILD

- 3 You are short and thin.
- 4 You are short and heavy.
- 5-6 You are short.
- 7-8 You are slender.
- 9-I2 You are average in height and weight.
- I3-I4 You are a bit overweight.
- I5-I6 You are tall.
- I7 You are tall and thin.
- 18 You are very tall and well muscled.

MAINLANDER APPEARANCE

3D6 APPEARANCE

- 3 You're monstrous. You were probably touched by Chaos in the womb, and it gave you an inhuman appearance: a tail, horns, glowing eyes, or the like.
- 4 You're ugly. People find you unpleasant to be around because of your boils, sores, missing nose, or weird body hair.
- 5-6 Most would call you homely. You're not ugly, but you're certainly not beautiful.
- 7-8 You're rather plain. Often, people can't even remember precisely what you look like.
- 9-12 You're average in pretty much every way.
- 13-14 Most consider you attractive for some quality: your hair, your smile, your eyes.
- 15-16 You have a number of attractive qualities that, when put together, make people notice you.
- 17 You're considered one of the great beauties of the land and you likely have many suitors.
- 18 Beauty doesn't quite describe you. People like you come along once in a generation, if that.

PACARI

The people of Pacari bonded with the beasts of the land long ago, and that fact has influenced their culture and physiology in a number of ways. Many Pacari have beast-like traits, and most Pacari can communicate with one or two beasts at least, if not an entire species of animal. The Pacari tend to be either large and muscled or lean and lithe, and they are a nomadic hunter-gatherer people with a strong warrior tradition.

- ❖ **Beast-Bonded:** Nearly every Pacari is bonded to at least one beast, a bond they form when they reach adolescence. This bond gives Pacari the ability to speak telepathically to their bondmates and sometimes to other beasts of that type. The bond goes deeper for some, allowing the Pacari to take on traits of their bonded beast, thus increasing their strength, endurance, speed, stealth, and savagery in combat. The most powerful beastmasters are able to muster huge groups of animals to their command or even to transform physically into a beast.
- ❖ **Nomadic Hunter-Gatherers:** There are few permanent settlements on Pacari, and tribes that rely on agriculture are rare. Rather, Pacari tend to move from place to place within a territory, taking what they need from the land and ensuring that it can give them sustenance again later. While the Pacari haven't spent much time on animal domestication in the traditional sense, their beast bonds mean that labor animals are a common sight in Pacari encampments, and hunting parties are often accompanied by wolves, big cats, and other predators.
- ❖ **Savage Warriors:** Pacari combat is straightforward and efficient. They leave fancy weapon techniques and codes of battle to others, instead treating combat like any hunt: the strongest survives. When in conflict, a Pacari fights with a beast's savagery in tandem with one or more bonded beasts. This makes the Pacari extraordinarily dangerous in combat; they are ruthlessly pragmatic in a fight, and mercy isn't a concept that's gotten much of a foothold in Pacari culture.
- ❖ **Common Names:** Leyva, Kestigan, Frak, Serrai, Kryss, Puldergna, Glaven

CREATING A PACARI

Starting Attribute Scores: Strength 9, Agility 9, Intellect 9, Will 10.

Perception equals your Intellect score +1

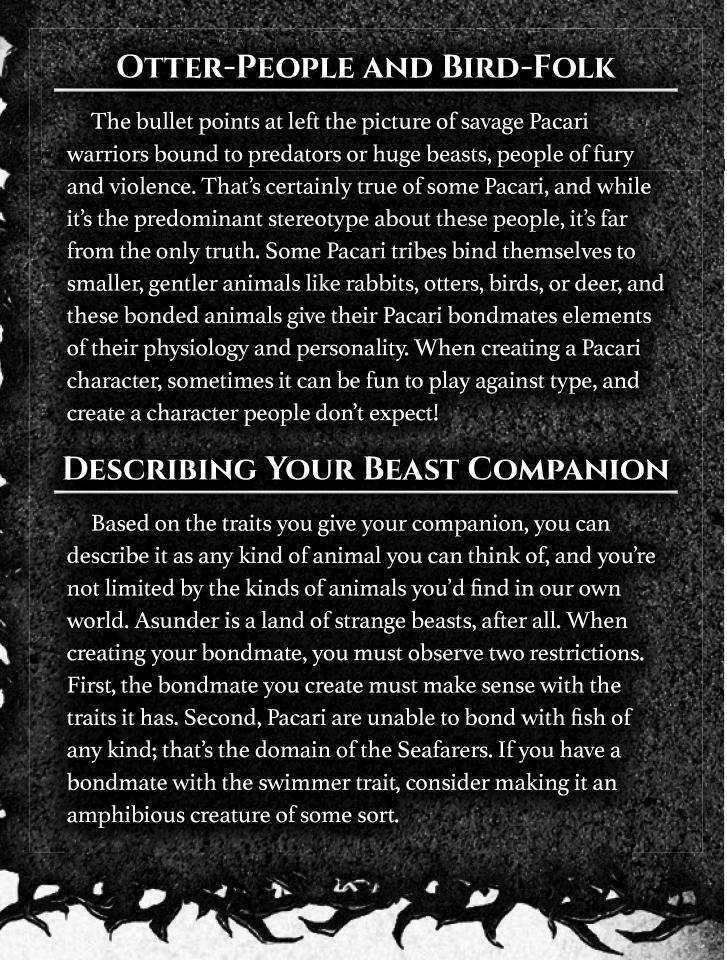
Defense equals your Agility score

Health equals your Strength score

Healing Rate equals one-quarter of your Health, rounded down

Size 1/2 or 1, **Speed** 10, **Essence** 0

Damage 0, **Discord** 0, **Strain** 0



OTTER-People AND BIRD-FOLK

The bullet points at left the picture of savage Pacari warriors bound to predators or huge beasts, people of fury and violence. That's certainly true of some Pacari, and while it's the predominant stereotype about these people, it's far from the only truth. Some Pacari tribes bind themselves to smaller, gentler animals like rabbits, otters, birds, or deer, and these bonded animals give their Pacari bondmates elements of their physiology and personality. When creating a Pacari character, sometimes it can be fun to play against type, and create a character people don't expect!

DESCRIBING YOUR BEAST COMPANION

Based on the traits you give your companion, you can describe it as any kind of animal you can think of, and you're not limited by the kinds of animals you'd find in our own world. Asunder is a land of strange beasts, after all. When creating your bondmate, you must observe two restrictions. First, the bondmate you create must make sense with the traits it has. Second, Pacari are unable to bond with fish of any kind; that's the domain of the Seafarers. If you have a bondmate with the swimmer trait, consider making it an amphibious creature of some sort.

Essence Trees: Beast Bond, Beast Aspect

Languages and Professions: You speak, read, and write Pacari in the dialect of your tribe, as well as Trade Speech.

Bondmate: You are bonded to one beast. Your beast is a tiny, small, medium, or large animal. You can choose traits for your beast from the table below, based on your beast's size.

BEAST SIZE	TRAITS
Tiny	Choose 2: climber, flier, poisonous, swimmer
Small	Choose 2: climber, poisonous, swimmer
Medium	Choose 1: climber, poisonous, swimmer
Large	None

You can communicate with your bonded beast telepathically as long as you're within 1 mile of each other. Your beast acts on its own in combat, but you can use an action or a triggered action to issue it a command, allowing you to control it during that turn. If your bonded beast dies, you take 1d6 Strain. You can bond with a new beast (which you choose and create using the rules above) by going out into the wilderness of Pacari and meditating for one day and one night. After this time, your new bondmate finds you.

LEVEL 4 EXPERT PACARI

Characteristics: Health +5

You either learn one Essence power or gain Second Bond.

Second Bond: You gain an additional bondmate, using the same rules listed above, under Bondmate. You cannot have two bondmates of the same size.



PACARI BACKGROUND

D20 BACKGROUND

- 1 Your beast bond came early, when you were a young child.
- 2 You bonded to an unusual beast, one with strange traits or abilities. Your bondmate gets an additional trait, chosen from the Tiny row.
- 3 You sat in meditation at the Great Menhir of Ordru for six days before your bondmate found you.
- 4 You were a huntmaster for your tribe.
- 5 You were once badly injured by the Black Cloud.
- 6 You've studied under a tribal elder. Add a random academic area of knowledge.
- 7 You made good money working as a guide for outlanders. Start the game with 2d6 slivers.
- 8 You once fought a Chaos-wielder, and it left its mark on you. You start with 1d6 Discord.
- 9 You spent time standing vigil over the God's Corpse, guarding it from outsiders.
- 10 You once explored the ruins of Martu Canyon and found something there. You start with an extra Interesting Thing.
- 11 You lost a bondmate several years ago. Start with 1d6 Strain.
- 12 A mainlander spent time with your tribe and taught you to read and write. You can read and write Hyderen.
- 13 You were born to the Nanok tribe, but left them long ago.
- 14 You once met the Wooden Man and lived to tell the tale.
- 15 You spent several years traveling the world. You speak one additional language.
- 16 You're a craftsperson for your tribe. You start with the Artisan profession.
- 17 You once traveled to the Black Isle and fought a demon there. It left you with a scar.
- 18 You were taken prisoner by another tribe. You spent 1d6 years there before you escaped.
- 19 You are one of the few Pacari who live in a permanent settlement.
- 20 A good friend of yours died, and you bonded their bondmate.

PACARI FATAL FLAW

3D6 FATAL FLAW

- 3 Your savagery is unmatched and you give yourself over to bloodlust readily.
- 4 You don't trust others, believing that everybody seeks to take what's rightfully yours.
- 5-6 You're proud, believing yourself to be the superior of those you meet.
- 7-8 You know little of the world outside of Pacari, and this often trips you up.
- 9-12 You thrive in the heat of battle, and are always seeking physical combat.
- 13-14 You feel stupid and inferior among outsiders.
- 15-16 You're seeking something and you hold its importance above anything else.
- 17 You only kill when you absolutely must and you harshly judge those who kill with ease.
- 18 You're naive and believe what others say.

PACARI BEAST BOND

D20 BEAST BOND

- 1-4 You draw savagery and raw power from your bondmate. Increase your Strength by 2.
- 5-8 You draw nimbleness and stealth from your bondmate. Increase your Agility by 2.
- 9-12 Your bondmate has acute senses, and imparts this gift to you. Increase your Perception by 2.
- 13-16 Your bondmate grants you great speed. Increase your Speed by 3.
- 17-20 You draw hardness and durability from your bondmate. Increase your Health by 5.

PACARI AGE

3D6 AGE

- 3 You're a child, younger than 18 years old.
- 4-7 You're a young adult, 18 to 25 years old.
- 8-12 You're an adult, 25 to 35 years old.
- 13-15 You're a middle-aged adult, 36 to 45 years old.
- 16-17 You're an older adult, 46-55 years old.
- 18 You're a venerable adult, 56 years old or older.

PACARI BUILD

3D6 BUILD

- 3 You are short and thin.
- 4 You are short and dense.
- 5-6 You are short.
- 7-8 You are slender.
- 9-12 You are average in height and weight.
- 13-14 You are muscular.
- 15-16 You are tall and muscular.
- 17 You are tall and thin.
- 18 You are enormous.

PACARI APPEARANCE

3D6 APPEARANCE

- 3 You're touched by the beast. You have animalistic physical traits, like fur, wolf ears, or cat eyes.
- 4 You're ugly and brutish. Your features are coarse, thick, and scarred, and it makes you frightening.
- 5-6 You're nothing special. Not particularly attractive, but not ugly either.
- 7-8 You're plain. There's nothing special or distinctive about your appearance.
- 9-12 You're average in pretty much every way.
- 13-14 You have an attractive quality: a powerful build, bronzed skin, or thick, lustrous hair.
- 15-16 You have many attractive qualities, making you quite popular in your tribe.
- 17 People from every tribe know of your beauty.
- 18 Your beauty is so great that many of your fellow Pacari believe it's supernatural in some way.

NEW GAIA

New Gaia is an island of verdant, primeval jungles. The plants here are enormous in scale; they're huge, prehistoric varieties not found anywhere else on Asunder. When the gods left the world, the people of New Gaia bonded with the plants of the island, gaining the ability to create, alter, bond with, and control them, and even to take on aspects of plant life. A rare few people on New Gaia bond with insects instead of plants, and these insect-bonded are often feared and mistreated by the rest of society.

- ⦿ **Plant-Bonded:** The people of New Gaia—often called “Weavers”—bond with the plants of their island, learning to control and shape them to their will. This has led to a society of innovation and invention, as weavers engineer plants to fill a variety of purposes. Society in New Gaia is one of convenience and constant advancement; there are plants here that perform functions that simply don't have an analog in other parts of the world, and New Gaia is seen by most as a leader in culture and technology.
- ⦿ **The Hands of Gaia:** The society of weavers on New Gaia is led by a group of matrons known as the Hands of Gaia. These women seek to spread the advancements of their society to other lands along with the worship of Gaia as the god of Asunder. Their priesthood is ordered in ranks and classes named for the types of plants they've bonded with.
- ⦿ **Insect Weavers:** A rare few (maybe ten percent) of weavers on New Gaia bond with insects instead of plants. These weavers have the ability to control swarms of insects, as well as to create new forms of insects over time, breeding them for different purposes. Many see these insect-bonded as dangerous because of their ability to call great, destructive swarms of creatures at a whim, but most insect weavers simply want to be treated fairly and to live in peace.
- ⦿ **Fighting for Equality:** The weavers who bond with insects instead of plants are often treated very poorly regardless of gender. Many rationalize this by talking about how dangerous the insect-bonded are, while proponents of social justice decry such accusations as pure bigotry. In response, the Insect Weavers have established a secret organization known as the Red Alliance. Some claim it is merely a myth, but those connected to it know it is much more than that. To the Order of Mothers they label the alliance as terrorists. However, to some on the mainland they claim they are simply settling the score.
- ⦿ **Common Names:** Heirana, Oberain, Renna, Enrik, Sparn, Diann, Criston, Vera

CREATING A NEW GAIAN

Starting Attribute Scores: Strength 8, Agility 9, Intellect 12, Will 10.

Perception equals your Intellect score

Defense equals your Agility score

Health equals your Strength score

Healing Rate equals one-quarter your Health, round down

Size 1/2 or 1, **Speed** 10, **Essence** 0

Damage 0, **Discord** 0, **Strain** 0

Essence Trees: Plant Control, Plant Form

Languages and Professions: You speak, read, and write

Mother's Tongue and Trade Speech. You know one random common, academic, or wilderness profession.

Verdant Awareness: When you're in a place with a significant number of plants—a jungle, a park, a forest, a plain, or anywhere else where plants are common—you're able to tap into the plants' collective unconscious in order to increase your awareness of your surroundings. Consequently, you get 1 boon on any Perception rolls you make in such a place, and you can see areas obscured by shadows as if they were lit.

Shape Plant: You can spend a few minutes shaping a plant or fungi into a useful form, granting one of the following benefits.

- ⦿ The plant is a melee weapon. It deals $1d6+2$ damage.
- ⦿ The plant is a ranged weapon. It deals $1d6$ damage and can attack anything in short range.
- ⦿ The plant is armor, or otherwise defends you. If you're not already wearing armor, it grants you +2 to your Defense.
- ⦿ The plant enhances your physical body in some way when you consume it. Choose Strength or Agility; for the next minute, you get 1 boon on any attack rolls or challenge rolls you make with that attribute.
- ⦿ The plant has healing properties. When you consume it, you heal half your healing rate.

Once you create the plant, it lasts for 1 hour (or until it's consumed, if consumable; whichever comes first). You suffer no Strain from using a plant you shape, and neither does another plant-bonded New Gaian. Someone else can bond to and use your plant, but doing so requires 1 minute of concentration and inflicts 1 Strain on the wielder. Once you've used this ability, using it again before you complete a rest causes you 1 Strain each time you do so, or 1 Seeker point.

Plant Empathy: You can feel the pain of plants around you. Under normal circumstances, this is minimal and doesn't distract you. However, if you're near an event of significant plant destruction—such as a forest fire or even a tree being cut down—the screams of the plants fill your ears and you feel their pain. When this happens, you suffer 1 bane on all challenge rolls and attack rolls until you leave the area or the destruction stops.



A plant weaver uses Return From the Soil to start another life after her last one was taken.



An insect weaver and his riding beetle use his swarm to retrieve a glass from their latest kill.

INSECT-BONDED

Some weavers bond to insects instead of plants. If your Seeker is one of these, alter the Creating a New Gaian section as follows:

Instead of the Plant Control and Plant Form Essence trees, you have access to: Insect Control, Insect Meld

Replace Verdant Awareness, Shape Plant, and Plant Empathy with the following:

CLOUD OF INSECTS: You're constantly surrounded by a cloud of stinging or biting insects that you can communicate with and even control. You can dismiss or recall the cloud as an action, if you wish. While your cloud is present, you get 1 boon on any Perception rolls you make. In addition, whenever you deal melee damage or damage with an Insect Control power, you deal an extra 1d6 damage from your stinging insects. Your cloud can be killed off, however. If you're subject to an effect that requires an Agility challenge roll to resist, your cloud is destroyed if you fail the roll. When this happens, you receive 1 bane on any attacks or challenge rolls you make for 1 turn, and enemies receive 1 boon to attack you for the same duration. You can summon a new cloud of flies when you take a rest, or by using an action and spending a Seeker point.

STINGING SWARM: As an action or a triggered action on your turn, you can send your cloud to harass and annoy someone within medium range. While your swarm is doing so, you lose the benefits of Cloud of Insects, but your target makes all attack rolls and challenge rolls with 1 bane, and anyone who attacks the target does so with 1 boon. You can recall your cloud as an action or triggered action on your turn, ending this effect and regaining the effects of Cloud of Insects. If your target is subject to an effect that requires an Agility challenge roll to resist and fails the roll while being afflicted by your Stinging Swarm, your swarm is destroyed and you suffer the same effects you would if your Cloud of Insects were destroyed.

LEVEL 4 EXPERT NEW GAIAN

Characteristics: Health +5

You either learn one Essence power or gain Plant-Shaping Mastery (or Swarm Mastery for Insect Weavers).

Plant-Shaping Mastery: The plants you shape are more potent and durable. They last for 6 hours (or until consumed). Further, plants that deal damage deal an extra 1d6 damage. Plants that increase your Defense increase it by +4 instead of +2. Plants that grant boons grant 1 extra boon. Plants that heal allow you to recover your full healing rate.

Swarm Mastery: You can send your Cloud of Insects to attack any target within medium range for 2d6 damage. Gain an additional +1 boon on perception rolls when your Cloud is present. +1 boon on Agility challenge rolls that would destroy your Cloud of Insects.

NEW GAIAN BACKGROUND

D20 BACKGROUND

- 1 You are renowned as an expert in herbalism among your people. You gain the Apothecary profession.
- 2 You spent time in Storm Point, learning the ways of the mainlanders.
- 3 You studied at a university in Hyden. You speak, read, and write an additional language.
- 4 You've been chosen by the Council of Mothers for an important task.
- 5 You ate a seed from the Great Tree and gained knowledge. You gain a random academic profession.
- 6 You spent extensive time studying bioluminescent fungus in the Starlight Caverns.
- 7 You invented something that made you good money. Start the game with 2d6 slivers.
- 8 You nearly died in the Poison Lands, but were rescued. Start with 1d6 Strain.
- 9 You served the Council of Mothers with distinction.
- 10 You journeyed to the Barrens to seek knowledge, but found Chaos instead. Start with 1d6 Discord.
- 11 You have ties to the Red Alliance.
- 12 You've been fighting for justice and equality most of your life.
- 13 You grew up near Bugtown, and your best friend is insect-bonded.
- 14 You once sought out Grandfather Ash, asking for wisdom. He told you something you wish he hadn't.
- 15 You spent a year on the Black Isle and it nearly killed you. Start with 1d6 Strain.
- 16 Your village was nearly destroyed by a wandering Chaos-wielder, but you saved it. Start with 1 Strain and 1 Discord.
- 17 You've argued for insect-bonded equality in front of the Council of Mothers. It didn't go well.
- 18 The Red Alliance claimed responsibility for a terrorist act that killed someone you loved.
- 19 You spent a year building ships at Shipwatch. Gain the Artisan profession.
- 20 You nearly killed yourself once experimenting with augmentation plants. Start with 1d6 Strain.

NEW GAIAN FATAL FLAW

3D6 FATAL FLAW

- 3 Like nature itself, you are red in tooth and claw. You relish violence.
- 4 You look down upon those not from New Gaia.
- 5-6 You've been mistreated and have a chip on your shoulder.
- 7-8 You tend to assume people know what you're talking about. They often don't.
- 9-12 You have a deep mistrust of those who casually harm plants (or insects).
- 13-14 When you learn that you can do something, you rarely think about whether or not you should.
- 15-16 You believe Gaia is salvation, and anyone who disagrees with you is wrong.
- 17 You are fiercely protective of those you travel with. Woe betide those who do them wrong.
- 18 You're utterly inexperienced with the world outside New Gaia.