

Anstralia Character Creation

You're creating a character for a SDE based RPG.

Your character has applied to Starlight Adventuring Company:

This requires a letter of request from you about why you want to join and/or your aspiration are for being an adventurer.

This requires a letter of recommendation from someone "qualified" who can speak to your experience, and what that experience is.

(Were you home-schooled, raised by wolves, or attended the greatest "insert skill here" school your town can afford.)

You don't actually have to write the letters, but need to note your experience, recommending party, and aspiration.

You'll also need to note your level of wealth:

Poor
Middle Class
Rich

Roll a D20 for starting wealth: Gain copper / silver / gold according to your level of wealth.
A number of inspiration dice should be given to players based on how rich they rolled.
This is intended to be an initial balancing: more dice are awarded to the poor.
Inspiration dice are dice which are discarded after use.

Describe your journey to Adventure Town (also known as Starlight City, the first full city built specifically for members of the Starlight Adventuring Company by the combined efforts of Starlight Adv Co. and the Heart Sworn Makers Guild).

Did you walk, arrive by train, boat, or blimp, were teleported to town?

How did you spend your first day/night in town before reporting for duty in the morning?

For the base of your character, you may select any card from the Hero sheets or, with an appropriate argument, from the Mini-Boss sheet.

You may swap sex/gender of your character.

Substitutions are acceptable with an acceptable backstory:

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http://htkb.dyndns.org/downloads/Game_Rules/Anstralia/Selections/Heroes2.png

http://htkb.dyndns.org/downloads/Game_Rules/Anstralia/Selections/Heroes3.png

http://htkb.dyndns.org/downloads/Game_Rules/Anstralia/Selections/MiniBosses.png

http://htkb.dyndns.org/downloads/Game_Rules/Anstralia/Selections/Pets.png

You may also swap the race on the restriction that the size of the model must remain the same. (Please keep in mind that the DM may transfer particular racial traits with the swap)

Refer to the Character Creation workbook for options.

Missing a Potion Slot?

If you are allowed to select a character that does not have a potion slot, then (unless the DM has a specific story reason) add a potion slot and select an aura skill from the following list:

- 1) Yum Berry: Remedy
- 2) Goo Berry: Heal 2
- 3) Shield: Add 1 to defense
- 4) Strength: Add 1 to offense
- 5) Boom: 6 range: Burst 1 dangerous
- 6) Zoom: +2 Movement
- 7) Gunho: +1 Action
- 8) Blink: 5 range: teleport
- 9) Curse: Add status ailment (Chose on creation)
- 10) Flame / Ice / Poison Breathe: Spray 3, dangerous. Causes fire / freeze / poison.

Find yourself with a wildly underpowered starting character?

If for some reason you selected an under powered character, then there are two options, with the allowance of the DM.

1) Buff me!

The DM can adjust the character so that it is a bit more acceptable, adding a static 1 to low stats, or possibly additional dice. An additional 2 inspiration dice are recommended.

2) I'm a shifter!

The character can be allowed to shift between the the chosen form and another. Special conditions for the shift are encouraged, e.g. Conditional curses, one way shifting (can't shift back willingly)