

Character Creation Rules

- Roll 4D6 drop the lowest for stats
 - Arrange in whatever order you like
 - Roll 2 stat lines take the one you want
 - If your stats come out really low let me know and I will work with you because I want all characters to be able to engage with the game.
- You can be from any country that is in the Alera document.
- If you provide a one-page backstory that lays out some elements of your characters past and their future goals I will allow you to pick a wondrous item valued at 1,500 GP or less (Must be approved).
- You also gain the language listed with your country of Origin.
- You gain a free skill rank in Climb, Swim, Profession (Sailor) and one additional Craft or Profession skill of your choice at first level to help reflect your background.
- You have recently joined the crew of **The Midnight Triss** under **Captain Andrea Utenna** and the game will be starting on **Dragon Maw Enclave** within the **Shattered Isle**
- Race Options

<u>Pathfinder</u>	<u>D&D 5e</u>
Human	Human
Half-Elf	Half-Elf
Half-Orc	Half-Orc
Elf	Elf (High, Wood, Drow, Eladrin, Sea Elves, Shadar-kai)
Dwarf	Dwarf (All Subraces)
Halfling	Halfling (All Subraces)
Gnome	Gnome (All Subraces)
Aasimar	Aasimar
Tiefling	Tiefling (All Subraces)
Ifrit	Fire Ganassi
Oread	Earth Ganassi
Undine	Water Ganassi
Sylph	Air Ganassi
Kitsune	Triton
Tengu	Kenku
Ratfolk	Lizard Folk
Goblin	Goblin
Hobgoblin	Hobgoblin
Catfolk	Tabaxi
Orc	Orc
Kobold	Kobold
Fetchling	Goliath
Drow (No SR)	Bugbear
Scion (Homebrew race)	Scion (Homebrew)

- Pathfinder allowed sources
 - Core Rulebook
 - Advanced Players Guide
 - Ultimate Combat
 - Ultimate Campaign
 - Ultimate Magic
 - Ultimate Equipment
 - Ultimate Intrigue
 - Advanced Race Guide
 - Advanced Class Guide
 - Pathfinder Unchained
 - Horror Adventures
 - Planar Adventures
 - Animal Archive
 - Melee Tactics Toolbox
 - Ranged Tactics Toolbox
 - Magic Tactics Toolbox
 - Dirty Tactics Toolbox
 - Heroes of the Street
 - Adventurers Armory
 - Legacy of Dragons
 - Demon Hunters Handbook
 - Dragon Slayers Handbook
 - Pirates of the Inner Sea
 - Magical Marketplaces
 - Black Markets
 - Alchemy Manual
 - Blood of the Sea
 - Advanced Class Origins
 - Skull & Shackles Players Guide

General Info

The Conclave of Dragon Maw Enclave was first established by Errick Dufour in the year 360 P.D.C after he collected his reward for aiding the noble Edgar Vilaveth in his conquest of what is now the Kingdom of Vilaveth. Errick ruled Dragon Maw Enclave as Commodore for five hundred fifty-seven years. In the year 917 P.D.C Errick gave up his title of Commodore and left for the sea once again with his final words being “The title of Commodore belongs to the strongest of you but that is for you all to figure out.” These words caused the sea to run red as pirates fought and killed each other for the title of Commodore. Ever since then when ever a Commodore is deemed weak by his or her peers they are removed from power by force and after a typically bloody conflict a new Commodore is crowned.

The current Commodore is a vicious Dhampir named Baron “Black” Derane. Commodore Derane has spent his whole adult life killing, cheating, and stealing from those he views as weaker than himself. Baron Derane became Commodore at the age of forty-seven after gaining wealth and power as the captain of the Ebon Rose. The Conclave consists of seven other pirate captains including the Commodore. The Conclave is a brotherhood of sorts that watches out for each other most of the time but sometimes money or personal vendettas can change that. Dragon Maw Enclave is an island full of cut throats and bandits so life there is difficult for the weak, so it is common for people to band together and carry weapons wherever they go on the island.

Members of the Conclave

<u>Captain</u>	<u>First Mate</u>	<u>Ship Name</u>	<u>Ship Type</u>
Commodore Baron “Black” Derane	Ag Stovot	The Ebon Rose	Galleon
Andrea Utenna	Minolaus	The Midnight Triss	Brigantine
Dra Beb	Ruck Beb	The Iron Hearth	Armored Longship
Krodunn “The Alien”	Rengast Kolun	The Sea of Stars	Caravel
Tsumiya “One Eye”	Ulrec	The Feral Call	Junk
Esodea Thiden	Mira Jem	The Vile Grove	Overgrown Brig
Bravan Zurn	Vhan	The Bloody Slave	Slave Galley

The Crew of The Midnight Triss

<u>Name</u>	<u>Position</u>	<u>Race</u>	<u>Gender</u>
Andrea Utenna	Captain	Drow	Female
Minolaus	First Mate	Minotaur	Male
Barry “The Rope Master”	Boatswain	Goblin	Male
Gynasha	Helmsman	Half-Orc	Female
Lem Swiftfoot	Shipwright	Gnome	Male
Aea “The Seer”	Navigator	Human	Female
Banmir Grona	Quarter Master	Dwarf	Male
Rovug “The Shield”	Master-at-Arms	Hobgoblin	Male
Venviel Tufal	Surgeon	Half-Elf	Nonbinary
Satrix Fatfingers	Cook	Halfling	Male