

# Anstralia Character Creation

You're creating or selecting a character for the SDE based RPG, Super Dungeon Adventure.

## Backstory

You should create a respectable backstory for the campaign you're going to be in. Work out with the GM which Adventure is being ran, and create a character that fits the concept.

You'll 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, respectively.

For "Random Wealth", roll a D10 for copper / silver / gold.

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.

This is up to the GM, but 10 - copper rolled should be a good guideline.

Determine your "point of origin" based on your race, skillset, and wealth.

Consult the Almanac or work with your GM to find an appropriate origin:  
[http://htkb.info/SDE/SDAdventure/Documents/Anstralia\\_Almanac.pdf](http://htkb.info/SDE/SDAdventure/Documents/Anstralia_Almanac.pdf)

# Creation

This is not compatible with selecting an existing character, please ensure that everyone in the party is either scratch making characters or selecting from existing characters.

Start a new character with 0 Stars in each of the 4 attributes, 3 Health Points, 1 Skill Point and Slow movement or 4 Movement Points.

Apply 20-30 bonuses to the new character.

Limit bonuses to 1 skill, 1 keyword, and 2 abilities.

A Skill is the same as a Super Dungeon Potion Ability and requires a number of Bonuses equal to the Potion cost. Either select one from an existing card, the SDLexicon, or 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.

Similar to Skills, Abilities require a number of Bonuses equal to the Action cost.

A Keyword requires 1 Bonus to add.

## **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). This can be done by Keyword or Ability.

Bonuses are to be used accordingly:

1 Star: 1 Bonus

1 Blue die: 2 Bonuses

1 Red die: 3 Bonuses

1 Green die: 4 Bonuses

1 Citrine die: 5 Bonuses

1 Amethyst die: 6 Bonuses

## Got Class?

The highest attribute determines the character class:  
[Star < Blue < Red < Green < Citrine < Purple]

A character's class will determine options for a Class Keyword, pick 1 for a starting character:

STR: Melee

Intimidate: This Character may use STR to influence others outside of combat.

WILL: Mage

Sense Magic: This Character may use WILL to attempt to sense magic in the area: for non-magically attuned characters (Elves and above), this is just the faintest sense, like the smell of lemons, the feeling of sunshine, or dread.

DEX: Rogue

Lockpick: This Character may use DEX to attempt to pick a Lock by rolling over its rating.

ARM: Tank

Defender: This Character will reflexively attempt to block attacks to friendly Characters adjacent to this character. This will not catch any physical or magical incoming objects.

Shield Wall: This Character may chose to set a defensive stance using a Shield in or out of combat. In combat, this costs 1 action.

Else: Support

Negotiate: This Character may use any Attribute to influence others outside of combat.

## **Fall From Race**

The races available are always at the discretion of the GM.

Each race or group will have a rating [X], and anything with a rating above a 5 is not generally recommended.

The higher the rating, the less recommended it is.

The lower the rating, the easier the character should be to play.

A character's race will determine a racial bonus:

### **Elemental Races [8]: Living embodiments of elements**

Fire Elemental: Embody Fire

Stone Elemental: Embody Stone

Water Elemental: Embody Water

Air Elemental: Embody Air

Dark Elemental: Embody Darkness

Light Elemental: Embody Light

### **Magical Races [7]: Free form spirits**

Fey: Attune Life

Demon: Attune Darkness

Celestian: Attune Light

Ifrit: Attune Fire

Onyx: Attune Stone

Undine: Attune Water

Zephyr: Attune Air

### **Bug-Kin [7]: Those that creep from below and above**

Bee [8]: Sense Queen

Ant [8]: Sense Queen

Moth: Sense Air

Butterfly: Sense Air

Beetle: Burrow: This Character may dig through (soft) ground to ambush an Enemy during combat, or tunnel outside of combat.

Mantis: Sense Life

Grub: Sense Magic

### **Undead Races [6]: Mortals raised from the dead**

Zombie: Sense Necromancy

Skeleton: Sense Necromancy

Ghost: Sense Necromancy

### **Constructs [6]: Made, not born**

Magical Construct: Sense Magic

Mechanical Construct: Sense Artifact: This Character can sense nearby Artifact and power sources.

### **Elf Races: Magically attuned mortals**

Light Elf [5]: Sense Magic

Dark Elf [5]: Sense Magic

Sand Elf [5]: Sense Magic

Scorched Elf [6]: Sense Magic

Nereid [6]: Sense Magic

Avia [6]: Sense Magic

### **Elf-Kin Races: Beastly Elves**

Naga [5]: Sense Darkness

Centaur [6]: Surefoot

Arachne [6]: Climb: This Character has no penalties for Climbing.

Cecaelia [7]: Aquatic: This Character has no penalties for Swimming.

Shark-kin [7]: Aquatic: This Character has no penalties for Swimming.

### **Chimeric Races [5]: Beastly folk**

Chimera: ???

Tengu: Sense Air

Frog-Kin: Aquatic: This Character has no penalties for Swimming. or Climb

Kobold: Sense Dragon

Ursa: Tooth and Claw

Wulf: Tooth and Claw

Eve: Climb

Billmen: ???

Ondori: ???

Inu: Tooth and Claw

Kitsune: Tooth and Claw

Gator-Kin: Death Roll

Turtle-Kin: Shell Up

### **Chimera-Kin [5]: Half as beastly folk**

Freyjan: Climb

Fennek: Leap

Kit: Tooth and Claw

Wulfen: Tooth and Claw

Taurian: Horns

Satyr: Horns

### **Human-Kin: Meer mortals**

Human [4]: Wanderer: This Character has a natural intuition for exploring.

Dwarf [4]: Craftsmen: This Character has a natural intuition for crafting armor and weapons.

Gnome [4]: Tinkerer: This Character has a natural intuition for mechanical Artiface.

Ogre [6]: Acid Blood: When wounded by an adjacent Character, the attacking Character also takes a wound. Equipment or conditions like Shield may prevent the blood splash from wounding.

Giant [7]: Massive Damage

### **Ork-Kin: Mean green mortals**

Ork [5]: Berserk: This Character gets a free attack each turn.

Goblin [5]: Stealth: This Character is not able to be targeted outside of a Range of 3 in combat, and should not normally be detectable outside of a Range of 6 out of combat.

Moglin [5]: Tough 1: Each turn, in combat, this Character applies Heal 1.

Troll [6]: Tough 2: Each turn, in combat, this Character applies Heal 2.

### **Other Races: Everything else**

Beast [3]: ???

Mycilium [6]: Plant Roots: This Character may not be moved involuntarily while this is in affect.

Plantae [6]: Plant Roots: This Character may not be moved involuntarily while this is in affect.

Dragon [10]: Influence Kobolds

# **Specific Adventures**

There are several basic scenarios for which one can keep in mind when making a character.

## **Starlight: First Day On the Job**

Your character has applied to Starlight Adventuring Company:

This requires a "letter of request" from you about why you want to join and/or what your aspirations 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.]

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 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?

## **Jak: A Friendly Scarecrow**

Walking down a path less travelled, you come across an odd little house with scarecrows in the front. One post is missing its scarecrow, as you turn back to the road, a scarecrow stumbles through the gate and falls at your feet.

## **Mad Creation: Waking Up From Surgery**

This Adventure requires an undead character.

Zombie: You sit up on the table.

Skeleton: You sit up on the table, what's left of your flesh falls away.

Ghost: You sit up on the table, your body (flesh or skeleton) does not sit up with you.

You wake up on a surgery table with little to no memory. The only thing you know is your name, and that you should find whoever is in charge of this laboratory.

## **From the Depth: To the Surface World**

This Adventure requires an aquatic character: Nereid, Caecelia, Squid, Undine or Elemental. Nereid is recommended.

Ocasionally, items from the surface world can help your underwater society, your King has requested you venture to land to find something to help.

## **Vassals of Drak: In Service of the Lord**

This Adventure requires a character that would be comfortable serving the most notoriously known villain on the continent.

Drak has requested that your party fetch him a particular vassal, dead or alive.

## **Guns and Glory: Let's Be Bad**

This Adventure requires a "criminal" character. Consider skills and abilities that would help one succeed in a life of crime.

A local schemer in the Town of Consequence is wanting to rob the train.

## **War Charge: Orks Against the World**

This Adventure requires an Ork character.

From the village of Vale, a select few Orks have been chosen to find a way through the blockades designed to keep the Orks in their mountains.

