

Character Creation

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Character Restrictions

Alignment

No EVIL Characters!!!!

Ancestries

Common	Notes
Dwarf	
Elf	
Gnome	
Halfling	
Human	
Leshy	(origin must be from Moonrest)
Uncommon	Notes
Athamaru	(origin from waters around Moonrest)
Catfolk	
Kitsune	
Uncommon	Notes
Anadi	(Must be offspring of 768)

Book Sources

- Advanced Players Guide
- Secrets of Magic
- Book of the Dead
- Dark Archive (remastered)
- Treasure Vault (remastered)
- Rage of Elements
- Howl of the Wild
- Player Core
- GM Core

Anything in the new Core books supersedes prior books.

- World Guide
- Character Guide
- Ancestry guide
- The Grand Bazaar
- Travel Guide
- Divine Mysteries
- Draconic Codex

Archetypes

Multi-class (Only 1)

Alchemist	Commander	Magus	Sorcerer
Animist	Druid	Monk	Summoner
Barbarian	Fighter	Oracle	Swashbuckler
Bard	Guardian	Psychic	Thaumaturge
Champion	Investigator	Ranger	Witch
Cleric	Kineticist	Rogue	Wizard

Other Archetypes - Following Books Dissalowed

All Rare	All Uncommon		
Outlaws of Alkenstar	Tian Xias	War of Immortals	Guns and Gears

Other Archetypes - Specific

Winged Warrior	Anything else that grants Flying		
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Note | As with anything above - If Paizo updates and makes something legacy content - You must utilize the updated version - primarily to stop your character breaking in Foundry (This may require recreating your character).

Level 0 Characters

<https://2e.aonprd.com/Rules.aspx?ID=2754&Redirected=1>

<ul style="list-style-type: none">• Variations used / not used:• Apprentice Option - Enabled• Starting Equipment: <p>All Level 0 characters begin with:</p> <ul style="list-style-type: none">• Rough wool clothing (commoner quality)• Simple boots• Weather cloak (patched, sea-worn)• Belt pouch• Waterskin• Flint & steel• 1 day of preserved fish or hard bread	<p>Choose one:</p> <ul style="list-style-type: none">• Fishing Net• Hand Axe (counts as improvised weapon; not martial)• Carpenter's Hammer• Shovel• Herbalism Satchel (empty but allows foraging checks)• These are not combat-optimized weapons.
<p>Each character may choose ONE of the following:</p> <ul style="list-style-type: none">• Club• Staff• Dagger (poor quality)• Sling (10 stones included)• Fishing Spear (treat as spear but fragile; breaks on crit fail attack)	<p>Armour Options:</p> <ul style="list-style-type: none">• No armor• Padded coat (counts as explorer's clothing; no item bonus)• Thick furs (cosmetic only)• Proper armour must be:<ul style="list-style-type: none">• Crafted• Salvaged• Looted• Repaired from wreckage
<p>Starting Wealth:</p> <ul style="list-style-type: none">• 5 silver• 10 copper• 1 barter item (fur bundle, carved bone charm, dried fish crate, etc.)	<p>At Level 0 You will have:</p> <ul style="list-style-type: none">• Ancestry HP• Background HP• No class HP yet• No class features• Trained in 2 skills + Chosen Class Skills (Where a specif Class skill is not specified (e.g. Monk - choose 1) + Free Crafting specialisation