

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

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