Level 0 Characters

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

• Variations used / not used: • Apprentice Option - Enabled • Starting Equipment: All Level 0 characters begin with: • 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	Choose one: • 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.
Each character may choose ONE of the following: • Club • Staff • Dagger (poor quality) • Sling (10 stones included) • Fishing Spear (treat as spear but fragile; breaks on crit fail attack)	Armour Options: • No armor • Padded coat (counts as explorer’s clothing; no item bonus) • Thick furs (cosmetic only) • Proper armour must be: • Crafted • Salvaged • Looted • Repaired from wreckage
Starting Wealth: • 5 silver • 10 copper • 1 barter item (fur bundle, carved bone charm, dried fish crate, etc.)	At Level 0 You will have: • 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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