

AETHERIA



CHARACTER CREATION

FORGE YOUR LEGEND IN A WORLD WHERE MAGIC MEETS MODERNITY

AETHERIA

CHARACTER CREATION GUIDE

FOR RPG ANYWHERE & INFINITE HORIZONS

CREATING YOUR AETHERIAN CHARACTER

This guide walks you through creating a character for Aetheria—a world where ancient magic powers modern cities, where you can hack security systems with spells and catch trains to floating metropolises.

Before diving into mechanics, you'll establish who your character is in this unique world. Then you'll choose your system and build accordingly.

WHAT YOU'LL NEED

Everyone needs:

- This character creation guide
- The Aetheria World Primer (for setting information)
- Your chosen system's full guide (RPG Anywhere or Infinite Horizons)
- Dice (d6 for RPGA, d10 for Infinite Horizons)
- Paper or a character sheet

The process:

1. **Concept First** - Who are you in Aetheria?
2. **System Choice** - Which system fits your campaign?
3. **Build Your Character** - Follow your system's mechanics
4. **Final Touches** - Equipment, connections, and goals

Let's begin.

STEP 1: YOUR AETHERIAN IDENTITY

Before touching dice or mechanics, establish who your character is in this modern-magical world. These questions ground you in Aetheria's unique setting.

YOUR BACKGROUND

Who were you before adventure called? Consider:

EDUCATION & TRAINING

- Arcane university graduate from Avelon?
- Trade school apprentice in Ironhelm's manufactories?
- Self-taught street mage from Seaphia's ports?
- Wilderness guide from Valeshia's frontier?
- Corporate magical technician?
- Military veteran with combat magic training?

YOUR PROFESSION

- What did you do for a living?
- Did you work with magic directly, or mundane skills?
- Corporate sector, government, independent contractor?
- Legal work, or something less official?

ECONOMIC STATUS

- Working class in the industrial districts?
- Middle management in a corporate arcane firm?
- Struggling artist in Faerystone?
- Trust fund kid slumming it as an adventurer?
- Academic with tenure?

YOUR PLACE IN SOCIETY

Nationality & Culture: Where do you call home?

- Avelon (scholarly, elven-influenced, cosmopolitan)
- Seaphia (maritime, mercantile, grey-market friendly)
- Valeshia (frontier, tribal, traditional)
- Ironhelm (industrial, dwarven, guild-oriented)
- Elysium (planar-touched, unstable, magical)
- Thule (academic, preservationist, isolated)
- Faerystone (artistic, fey-influenced, vibrant)
- Zephyrath (aviator culture, mountain-bound)

YOUR CONNECTION TO MAGIC

Magic is everywhere in Aetheria, but people relate to it differently:

NATURAL AFFINITY

- Can you cast spells, or do you hire mages?
- Do you understand magical theory, or just use magitech products?
- Family tradition of magic, or first generation?

DAILY MAGIC USE

- Do you commute via teleportation circles or enchanted vehicles?
- How often do you use scrying-screens?
- Do you rely on magical infrastructure or stay off-grid?

ATTITUDE TOWARD MAGIC

- Is it a tool, a calling, or just infrastructure?
- Do you trust corporate-manufactured magical items?
- Spiritual relationship or purely practical?

Current Location: Where are you now, and why?

- Still home, or traveling?
- Running from something?
- Seeking opportunities elsewhere?
- Following work, love, or trouble?

Social Connections:

- Family? Where are they?
- Professional contacts?
- Criminal connections?
- Academic networks?
- Guild memberships?
- Corporate employers (current or former)?

YOUR MOTIVATION

Why become an adventurer? Consider:

FINANCIAL

- Paying off debts?
- Funding research or a project?
- Trying to get rich quick?
- Lost everything and rebuilding?

PERSONAL

- Seeking revenge?
- Proving something to yourself or others?
- Running from your past?
- Following someone or something?

IDEOLOGICAL

- Fighting corruption?
- Exposing corporate malfeasance?
- Preserving ancient knowledge?
- Advancing magical technology?
- Environmental causes?

PROFESSIONAL

- Building a reputation?
- Climbing the ladder in your organization?
- Freelance work for whoever pays?
- Contracted by government or corporation?

Now that you know who your character is in Aetheria's world, it's time to choose your system and build them mechanically.

CHARACTER TOUCHSTONES

Answer 2-3 of these to ground your character:

1. What's in your pocket right now that tells someone who you are?
2. What's your relationship with technology? Do you fix your own magitech, or do you call support?
3. Last week, how did you spend a free evening? Dive bar? Opera? Gaming? Study?
4. Who do you owe money to, and why?
5. What deity or lesser god do you casually reference, if any?
6. What's your preferred mode of transportation, and what does that say about you?
7. Corporate loyalty, independent contractor, or anti-establishment?
8. What's one modern convenience you absolutely refuse to live without?

STEP 2: CHOOSE YOUR SYSTEM

Aetheria works with two different systems, each suited to different campaign styles. Choose based on how long you plan to play and what mechanical complexity you prefer.

RPG ANYWHERE

Best for: One-shots, mini-campaigns, pickup games

System: d6 success pools with abilities

Complexity: Light and fast

Character Options: Role + Skills + Expertise + Abilities

Advancement: Optional, storyteller-directed growth

Time Investment: Quick character creation (15-20 minutes)

Play Style: Narrative-first, minimal bookkeeping, easy to jump in

→ If choosing RPG Anywhere, go to page 6

INFINITE HORIZONS

Best for: Long campaigns, character progression arcs

System: d10 success pools with traits

Complexity: Moderate narrative depth

Character Options: Role + Traits + Skills (no abilities)

Advancement: Built-in leveling system for campaign play

Time Investment: Moderate character creation (20-30 minutes)

Play Style: Character development over time, growth-focused

→ If choosing Infinite Horizons, go to page 16

Both systems capture Aetheria's modern-fantasy tone equally well. Choose based on your campaign needs, not setting preference.

RPG ANYWHERE CHARACTER CREATION

You're building a character for one-shots or short campaigns using the d6 success pool system. This process is fast and gets you playing quickly.

Refer to the RPG Anywhere core guide for:

- Complete skill lists and descriptions
- Challenge resolution mechanics
- Combat rules (if using optional combat)
- Storyteller guidance

STEP 1: CHOOSE A ROLE

Your role represents your training and specialization. It's not a rigid class—it's what you focused on before becoming an adventurer.

In Aetheria, roles might be:

- **Arcane Technician** - Maintains and hacks magical infrastructure
- **Corporate Enforcer** - Handles problems for employers
- **Street Mage** - Self-taught magic, usually illegal applications
- **Investigation Specialist** - Corporate, government, or private detective work
- **Logistics Coordinator** - Moves goods (legal or otherwise)
- **Academic Researcher** - Theory and application of arcane arts
- **Urban Scout** - Navigates city dangers, finds routes
- **Diplomatic Liaison** - Negotiates between factions
- **Industrial Worker** - Hands-on with magical manufacturing
- **Wilderness Guide** - Operates in Aetheria's untamed regions

Your role can give you a bonus die during challenges when it's directly relevant. Work with your Storyteller.

STEP 2: DISTRIBUTE POINTS

You have **six (6) points** to distribute between Skills and Expertise.

SKILLS

Choose skills from these categories:

- **Physical Skills:** Might, Agility, Subtlety
- **Mental Skills:** Knowledge, Awareness, Performance

Each skill can have multiple points invested.

Aetherian applications:

- **Might** - Physical confrontations, industrial labor
- **Agility** - Vehicle operation, urban navigation
- **Subtlety** - Corporate espionage, bypassing security
- **Knowledge** - Academic theory, technical expertise
- **Awareness** - Threat assessment, magical detection
- **Performance** - Negotiation, social manipulation

EXPERTISE

Each skill has three associated expertise areas (see RPGA guide for full list).

You cannot select an expertise unless you are proficient with that skill (have at least 1 point in it).

Example expertise in Aetheria:

- Knowledge (Scholar) - Academic credentials, research
- Awareness (Perception) - Spotting surveillance, security weaknesses
- Performance (Diplomacy) - Corporate negotiations
- Subtlety (Infiltration) - Breaking into facilities
- Might (Weaponry) - Combat magic or weapons training

STEP 3: SELECT ABILITIES

Choose **two (2)** abilities from the following list. These represent your unique talents and specialized training.

Abilities add +1 die to specific checks or provide special actions. Choose abilities that fit your character concept and role in Aetheria.

COMBAT & PHYSICAL ABILITIES

ANCIENT LOREKEEPER

Mentally store and access vast amounts of information, recalling historical details, magical formulae, and forgotten lore on the fly. Add 1 die to Knowledge (Lore) checks when recalling historical details, magical formulae, or forgotten lore.

DEATH DANCE

Weave a deadly ballet of bladework, exploiting openings and delivering precise, lethal strikes. When successfully hitting an opponent with a melee attack, you gain an additional success.

DISARMING FLURRY

Combine nimble acrobatics with rapid attacks, disarming and confusing opponents with a whirlwind of movement. When successfully hitting an opponent with a melee attack, you may attempt to disarm them. Add 1 die to your Agility (Evasion) roll for the disarm attempt.

DIZZING TUMBLING

Disorient and confuse your foes with a whirlwind of flips and twirls, creating openings for attack. As an action, you perform a dizzying tumble. Targeted enemies must succeed on an Awareness (Perception) check or be Disoriented, losing 1 success on their attack roll.

ENDURING WILL

Push your body beyond its limits, resisting fatigue and pain for extended periods. Add 1 die to Might (Fortitude) checks to resist fatigue, pain, or mental manipulation.

ETHEREAL GRACE

Move with supernatural agility, dodging attacks and performing acrobatic feats with exceptional fluidity. Add 1 die to Agility (Evasion) checks when dodging attacks or performing acrobatic feats.

FLUID MOTION

Move with unparalleled grace and agility, dodging attacks, traversing treacherous terrain, and performing daring feats. Add 1 die to Agility (Acrobatics) checks when performing extraordinary jumps, scaling surfaces, or reducing fall damage.

HAWKEYE'S FOCUS

Never miss a shot, hitting distant targets with pinpoint accuracy and devastating effect. Add 1 die to Agility (Marksmanship) checks when making ranged attacks, especially at long distances.

IMPENETRABLE SHIELD

Become an immovable bulwark, deflecting blows and protecting your allies with unwavering resolve. When you are targeted by an attack, you can use your reaction to reduce the damage you or a nearby ally takes by 1.

IRON RESOLVE

Resist coercion and intimidation, standing firm in your convictions and manipulating negotiations to your advantage. Add 1 die to Might (Fortitude) checks to resist coercion or intimidation, and add 1 die to Performance (Diplomacy) checks in negotiations.

LIVING STORM

Unleash a torrent of projectiles, blanketing the battlefield in a hail of arrows, bolts, or magical blasts. As an action, you can make a ranged attack against up to three targets within range. Each success counts as damage against each target. Can be used once per encounter.

MANTLE OF THE BEAST

Enhance your senses and reflexes, becoming agile and elusive like a wild animal. Add 1 die to Agility (Evasion) checks and add 1 die to Awareness (Perception) checks for one round.

MIRRORED STRIKE

Copy an enemy's movement, reflecting attacks or mimicking their fighting style for a short period. After being hit by a melee attack, you can use your reaction to make a counter-attack. Add 1 die to your Might (Weaponry) attack roll for this counter-attack.

SEISMIC STRIKE

Channel your physical prowess into a powerful shockwave, knocking back enemies and damaging structures. As an action, make a melee attack. If successful, the target is knocked back 10 feet and counts as one additional success.

TITAN'S LEAP

Leap incredible distances, scaling cliffs, reaching distant platforms, or surprising enemies. Add 1 die to Might (Athletics) checks when performing extraordinary leaps.

TITAN'S MIGHT

Unleash a surge of superhuman strength, shattering obstacles and overpowering foes. Add 1 die to your Might checks or attacks.

UNSTOPPABLE FORCE

Unleash a surge of raw power, shattering defenses and tearing through opponents with unstoppable momentum. When making a Might (Weaponry) attack, you can choose to double your successes but suffer -1 die on your next turn.

UNSTOPPABLE RUSH

Charge with unstoppable momentum, knocking down enemies and traversing difficult terrain with ease. When you make a successful charge attack, the target must make a Might (Fortitude) save or be knocked Prone. Add 1 die to your Might (Athletics) check to traverse difficult terrain during a rush.

STEALTH & INFILTRATION ABILITIES

CATBURGLAR

You are especially adept at picking locks, breaking into places, and opening places people don't want you in. Add 1 die to Subtlety (Tinkering) checks when picking locks or bypassing security measures.

LOCKPICK'S TOUCH

Manipulate delicate mechanisms, disarm intricate traps, and bypass sophisticated security measures with incredible precision. Add 1 die to Subtlety (Tinkering) checks when manipulating delicate mechanisms, disarming traps, or bypassing security.

MASTER OF SHADOWS

You blend into the background and off into the shadows. Add 1 die to Subtlety (Infiltration) for any stealth, hiding, silent movement, or avoiding detection.

UNYIELDING ENDURANCE

Ignore exhaustion for a limited time, pushing through fatigue and hardship. You can ignore one level of Exhaustion for a scene, or add 1 die to Might (Fortitude) checks to resist exhaustion.

WEAPON MASTER

Enhance your skill with a specific weapon type, unlocking devastating combos, unique maneuvers, and unparalleled precision. Choose one weapon type (e.g., Swords, Bows, Axes). Add 1 die to your Might (Weaponry) or Agility (Marksman) attack rolls when using that weapon. When making an attack roll with your chosen weapon type, if you suffer a critical failure (rolling a 1 with no successes), you do not suffer damage from the first 1 rolled. Any additional 1s still cause damage.

WHIRLWIND DANCE

Spin with deadly precision, striking multiple enemies at once and deflecting incoming attacks. As an action, you can make a melee attack against all enemies within 5 feet. Each success counts as 2 successes. Once per encounter.

SMOKE AND MIRRORS

Disappear in a cloud of smoke or vanish amidst illusions, evading capture and leaving pursuers bewildered. As an action, you can vanish in a puff of smoke or an illusion. Add 1 die to Subtlety (Infiltration) checks to escape pursuit.

SPIDER CLIMB

Scale walls and defy gravity, clinging to any surface with supernatural ease. Add 1 die to Agility (Acrobatics) checks when scaling walls or moving on ceilings.

TRAPMASTER'S TOUCH

Disarm intricate traps and craft your own with deadly precision, manipulating the environment to your advantage. Add 1 die to Subtlety (Tinkering) checks when disarming or crafting traps.

PERCEPTION & INVESTIGATION ABILITIES

ARCANIST'S INTUITION

Sense magical energies and hidden connections, identifying enchanted objects and uncovering magical anomalies. Add 1 die to Awareness (Investigation) checks when sensing magical energies or uncovering magical anomalies.

AURAL ACUITY

Hear faint sounds and decipher whispered conversations, gathering valuable information and uncovering hidden secrets. Add 1 die to Awareness (Perception) checks when listening for faint sounds or whispered conversations.

ENVIRONMENTAL HARMONY

Become attuned to the natural world, predicting weather patterns, detecting hidden resources, and communicating with animals. Add 1 die to Knowledge (Lore) checks related to natural environments, and add 1 die to Awareness (Perception) checks to detect natural resources.

KEEN OBSERVATION

Sharpen your senses to an inhuman degree, tracking minute movements, identifying hidden objects, and anticipating subtle changes. Spot hidden details, traps, and weaknesses, navigating complex environments and uncovering secrets. Add 1 die to Awareness (Perception) checks when spotting hidden details, traps, tracking, identifying hidden objects, or anticipating subtle changes.

MYSTIC SIGHT

See beyond the physical realm, perceiving magical auras, hidden pathways, and the flow of unseen energies. Add 1 die to Awareness (Perception) checks when perceiving magical auras or hidden pathways.

PRETERNATURAL INTUITION

Sense impending danger, read the emotions of others, and anticipate your enemy's moves. Add 1 die to Awareness (Insight) checks when sensing danger or anticipating enemy moves.

TRUE INTUITION

You have the uncanny ability to understand people. Add 1 die to Awareness (Insight) for any situation requiring emotional understanding, strategic analysis, danger sense, social navigation, or pattern recognition.

UNCANNY INTUITION

Make lucky guesses and insightful hunches, turning chance encounters into opportunities and avoiding unforeseen pitfalls. Once per scenario, you can add 1 die to any roll after it has been made, but before the outcome is determined.

SOCIAL & DECEPTION ABILITIES

CHAOS CONDUCTOR

Orchestrate mayhem and confusion, disrupting enemy formations and creating openings for your allies. Add 1 die to Performance (Distraction) checks when attempting to disrupt enemy formations or create confusion.

ECHOES OF DECEPTION

Plant false information and sow seeds of doubt, manipulating perceptions and creating opportunities for betrayal. Add 1 die to Performance (Deception) checks when planting false information or manipulating perceptions.

MASTER DIPLOMAT

Weave logic and rhetoric into an impenetrable shield, turning any argument to your advantage and manipulating public opinion. Add 1 die to Performance

(Diplomacy) checks when engaging in debates or attempting to sway public opinion, create alliances, negotiate or defuse situations.

MASTER OF GUISE

Perfectly imitate voices, sounds, and mannerisms, creating elaborate deceptions and impersonating any character with flawless accuracy. Add 1 die to Performance (Deception) checks when imitating voices, sounds, or mannerisms.

MASTER OF ILLUSION

Forge realistic illusions and holographic projections, creating convincing disguises and manipulating the battlefield. Add 1 die to Performance (Deception) checks when creating illusions or disguises.

MASTER OF MISDIRECTION

Draw attention away with cunning tricks and maneuvers, creating openings for yourself and your allies. Add 1 die to Performance (Distraction) checks when attempting to draw attention away or create diversions.

KNOWLEDGE & MAGIC ABILITIES

HEALING MAGIC

Healing abilities to close wounds, mend broken bones, and restore vitality to the injured. You can spend an action to restore health to a damaged creature you touch. Add 1 die to Knowledge (Lore) when healing.

HERBALISM AND REMEDIES

Knowledge of herbs, potions, and natural remedies that aid in healing. Add 1 die to Knowledge (Medicine) checks when treating injuries or concocting natural remedies.

SPELL SPECIALIZATION

Specialization in a specific school of magic: Abjuration, Conjuraton, Divination, Enchantment, Illusion, Invocation, Necromancy. Choose one school of magic. When casting a spell from that school, add 1 die to succeed with those spells (e.g., on your spell's attack roll, or against a target's saving throw). When casting a spell from your specialized school, if you suffer a critical failure, you do not suffer damage from the first 1 rolled. Any additional 1s still cause damage.

UNRAVELING ENIGMA

Decipher complex puzzles and riddles, solving ancient mysteries and unlocking hidden passages. Add 1 die to Knowledge (Scholar) checks when deciphering puzzles, riddles, or ancient mysteries.

STEP 4: EQUIPMENT

Work with your **Storyteller** to determine starting equipment based on:

- Your character's background and profession
- The story's starting point
- Group balance and campaign tone

TYPICAL AETHERIAN EQUIPMENT

PERSONAL DEVICES

- Scrying-screen (magical smartphone equivalent)
- Transit pass or vehicle access
- Identification and credentials
- Personal arcane focus (if magic user)

PROFESSIONAL GEAR

- Tools of your trade (lockpicks, research materials, etc.)
- Protective equipment (armor, wards, shields)
- Weapons (if appropriate to background)
- Specialized equipment for your role

LIFESTYLE ITEMS

- Appropriate clothing for your social class
- Small amount of currency
- Personal effects that matter to your character

Storyteller Note: Equipment in Aetheria should reflect modern-magical convenience. Most professionals have access to basic magitech, credit accounts, and transportation options. Specialized or illegal equipment requires justification or story hooks.

STEP 5: FINAL TOUCHES

PHYSICAL DESCRIPTION

- **Species:** Human, Elf, Dwarf, Orc, Halfling, etc.
- **Appearance:** How do you present yourself?
- **Style:** Corporate professional? Street casual? Academic? Wilderness practical?

PERSONALITY & MANNERISMS

- How do you speak?
- What's your default attitude toward strangers?
- Nervous habits or tells?
- Sense of humor?

CONNECTIONS

Name **2-3 important people** in your life:

- **Someone who trusts you** (and you trust them)
- **Someone you owe** (money, favors, or loyalty)
- **Someone from your past** (good or complicated)

GOALS & COMPLICATIONS

One immediate goal: What are you trying to accomplish right now?

One complication: What makes your life difficult?

YOU'RE READY TO PLAY

Your character is complete! Keep the Aetheria World Primer handy for setting references, and work with your Storyteller to integrate your character into the story.

Remember: RPG Anywhere is designed for quick play and narrative focus. Don't overthink mechanics—make decisions based on your character's personality and capabilities, roll dice, and let the story unfold.

INFINITE HORIZONS CHARACTER CREATION

You're building a character for long-term campaign play using the d10 success pool system. This process emphasizes growth potential and deeper mechanical character development.

Refer to the Infinite Horizons core guide for:

- Complete mechanics and resolution systems
- Leveling and advancement mechanics
- Challenge resolution details
- Campaign management tools

CHARACTER CREATION OVERVIEW

Infinite Horizons uses **core traits** (fundamental attributes) combined with **learned skills**. Your character grows through campaign play, developing new capabilities and deepening existing ones over time.

THE PROCESS

1. Choose a Role (character concept)
2. Define Your Core - Allocate Trait Points
3. Hone Your Abilities - Distribute Skill Points
4. Define Relationships and Background
5. Determine Starting Equipment

STEP 1: CHOOSE A ROLE

Your role represents your background, training, and the path you've followed to this point. It's not restrictive—it's your foundation.

AETHERIAN ROLE EXAMPLES

- **Arcane Engineer** - Designs and maintains magical infrastructure
- **Corporate Investigator** - Handles sensitive cases for employers
- **Freelance Mage** - Independent magical contractor
- **Intelligence Operative** - Government or corporate espionage
- **Logistical Specialist** - Transportation and supply chain
- **Research Academic** - Theory and experimental magic
- **Security Consultant** - Protection and threat assessment
- **Transit Operator** - Vehicles, dirigibles, or teleportation
- **Urban Survivalist** - Streets are your domain
- **Wilderness Ranger** - Operates beyond civilization

YOUR ROLE INFLUENCES

- How NPCs perceive you
- What resources you can access
- Narrative opportunities the Storyteller provides

STEP 2: DEFINE YOUR CORE - TRAITS

Traits represent your character's fundamental, innate aptitudes. They are broad categories that define your raw potential. Every character has six Traits that you'll customize to reflect your character's unique strengths.

YOUR SIX TRAITS

BODY

Your physical strength, constitution, stamina, and resilience.

FINESSE

Your agility, dexterity, coordination, and reflexes.

WITS

Your intelligence, reasoning, problem-solving, and analytical thinking.

AWARENESS

Your sensory perception, intuition, alertness, and observational skills.

PRESENCE

Your charisma, force of personality, social influence, and leadership.

RESOLVE

Your willpower, mental endurance, determination, and inner spiritual strength.

ALLOCATING TRAIT POINTS

You begin with **zero in every Trait**. To customize your character, you have a total of **8 points** to distribute among these six Traits.

- Assign these points to increase a Trait's rating
- **No single Trait can start higher than 4**

Example: If you put 3 points into Body, your Body Trait score would be 3. If you put 4 points into Wits, your Wits Trait score would be 4.

TRAITS IN AETHERIA

BODY IN AETHERIA

- Physical confrontations in urban environments
- Operating in industrial settings
- Surviving magical backlash or energy exposure
- Enduring long shifts in demanding work
- Resisting physical effects of spells

FINESSE IN AETHERIA

- Operating enchanted vehicles at high speed
- Navigating crowded city streets
- Manipulating delicate magical devices
- Quick-draw with weapons or spell components
- Acrobatic escapes through urban architecture

WITS

- Understanding complex magical theory
- Hacking arcane security systems
- Analyzing corporate politics and schemes
- Reverse-engineering magitech
- Quick thinking in dangerous situations

AWARENESS

- Spotting magical surveillance
- Detecting hidden enchantments
- Reading social situations in negotiations
- Noticing when someone's lying
- Sensing ambient magical energy

PRESENCE

- Corporate negotiations and deal-making
- Leading teams or inspiring allies
- Intimidating opponents or witnesses
- Performing for crowds or media
- Establishing credibility and trust

RESOLVE

- Resisting mental manipulation spells
- Maintaining focus during magical casting
- Pushing through exhaustion and stress
- Standing firm against interrogation
- Overcoming fear or magical compulsion

EXAMPLE TRAIT DISTRIBUTIONS

Role	Body	Finesse	Wits	Awareness	Presence	Resolve
Physical Specialist	4	3	0	1	0	0
Balanced Professional	2	2	2	1	1	0
Social Expert	0	1	2	2	3	0
Magical Specialist	0	1	4	1	0	2

STEP 3: HONE YOUR ABILITIES - SKILLS

Skills represent your character's learned knowledge and practiced abilities. They define what your character knows how to do, whether through training, experience, or study. When you attempt an action, you'll combine a relevant Trait with a specific Skill.

ALLOCATING SKILL POINTS

You begin with **zero in every Skill**. You have a total of **10 points** to distribute among the 24 available skills.

- Assign these points to increase a Skill's rating
- **No single Skill can go higher than 3**

Example: You could put 3 points into Stealth (making you quite proficient), 3 points into Melee, and 3 points into Pilot, with 1 point left to spend on another skill.

THE 24 AVAILABLE SKILLS

ACROBATICS

Used for tumbling, balancing, swinging, climbing with grace and agility, or performing complex evasive maneuvers.

ACADEMICS

Represents formal knowledge in history, sciences, mathematics, philosophy, and general learned information. Use it for research or recalling scholastic facts.

ARCANA

Covers the practical understanding, knowledge, and interaction with supernatural phenomena, magic, psychic powers, and esoteric principles. Use it for identifying or manipulating strange energies.

ARTISTRY

Your ability to create static or consumable art, such as painting, sculpting, writing prose or poetry, composing music, designing fashion, or culinary arts.

ATHLETICS

Used for running, jumping, swimming, climbing (for strength/endurance), lifting, throwing (for power), and general physical exertion or sports.

BRAWL

Your proficiency in unarmed combat, including fist-fighting, grappling, wrestling, and dirty fighting.

CRAFT

The general practical construction, repair, and modification of physical objects like carpentry, tailoring, basic electronics, simple mechanisms, or smithing.

DIPLOMACY

Your ability in formal negotiation, conflict resolution, forging agreements, and convincing others through reasoned argument or tact.

EMPATHY

Used for understanding emotions, reading subtle social cues, sensing motives, detecting lies, and comforting others.

ENGINEERING

Covers the design, construction, and repair of complex mechanical, structural, or large-scale systems, from engines and starship reactors to fortifications or intricate magical automatons.

INVESTIGATION

Your skill in finding clues, making deductions, analyzing evidence, solving mysteries, following leads, and active research.

INTIMIDATION

Used for coercion, threatening, and inspiring fear or submission to gain compliance through menace or aggressive display.

LEADERSHIP

Your ability to inspire, organize, command, and guide groups of people, manage subordinates, and direct tactical operations.

LORE

Represents obscure, esoteric, or highly specialized knowledge like specific myths, monster weaknesses, secret societies, ancient languages, or specific historical events.

MEDICINE

Your skill in healing, diagnosis, treatment of biological injuries and diseases, first aid, and surgery.

MELEE

Your proficiency in armed, hand-to-hand combat using weapons like swords, axes, staves, knives, and other close-quarter armaments.

PERFORMANCE

Used for engaging an audience through live presentation, such as acting, singing, dancing, public speaking, comedy, or playing instruments.

PILOT

Your skill in operating vehicles of any kind, including land-based, airships, sailing ships, starships, mechs, or fantastical mounts and magical conveyances.

RANGED

Your proficiency in armed combat at a distance, using weapons like bows, firearms, energy weapons, or thrown weapons.

STEALTH

Used for concealment, silent movement, blending into surroundings, avoiding detection, and setting up ambushes.

STRATEGY

Your ability for long-term planning, grand tactical decisions, campaign management, outmaneuvering opponents on a broader scale, and handling logistics.

SURVIVAL

Your knowledge of wilderness living, environmental adaptation, foraging, tracking, navigating natural environments, predicting weather, and basic animal handling.

TECH

Deals with digital systems, computing, hacking, electronic security, advanced gadgetry, cybernetics, and programming. In fantasy settings, this might relate to complex magical devices.

THIEVERY

Your skill in covertly acquiring property, bypassing security devices (locks, safes, alarms), sleight of hand for illicit purposes, and disguises for criminal intent.

Storyteller Note: Infinite Horizons can also support custom skills at your discretion. In Aetheria, you might allow specialized skills like “Corporate Politics” or “Magical Infrastructure Management.”

SKILLS IN AETHERIA

Here’s how the 24 skills apply in Aetheria’s modern-magical setting

- **Acrobatics** - Parkour through city districts, escape via fire escapes, navigate crowded transit stations
- **Academics** - University education, corporate research, understanding magical theory foundations
- **Arcana** - The core skill for understanding and using magic in daily life, identifying spells, analyzing enchantments
- **Artistry** - Entertainment industry, magical art installations, performance in Faerystone’s culture
- **Athletics** - Industrial labor, physical confrontations, endurance for long shifts
- **Brawl** - Street fighting, bar brawls, close-quarters self-defense
- **Craft** - Maintaining personal equipment, basic repairs, creating practical items
- **Diplomacy** - Corporate negotiations, government relations, brokering deals
- **Empathy** - Reading clients, detecting lies in negotiations, understanding motivations
- **Engineering** - Designing magical infrastructure, maintaining arcane reactors, vehicle repair
- **Investigation** - Corporate espionage, detective work, uncovering corruption
- **Intimidation** - Enforcement work, collecting debts, security operations
- **Leadership** - Managing teams, corporate hierarchy, directing operations
- **Lore** - Ancient magical knowledge, pre-industrial history, forgotten techniques
- **Medicine** - Healthcare work, treating magical injuries, emergency response
- **Melee** - Security work, military service, personal protection
- **Performance** - Public speaking, entertainment, media presence
- **Pilot** - Operating enchanted vehicles, dirigible piloting, transit systems
- **Ranged** - Security details, military training, hunting in wilderness
- **Stealth** - Corporate espionage, avoiding surveillance, infiltration work
- **Strategy** - Corporate planning, military tactics, logistical management
- **Survival** - Wilderness work, operating in Valeshia, environmental adaptation
- **Tech** - Hacking scrying-screen networks, bypassing security, manipulating magical devices
- **Thievery** - Underworld work, bypassing locks and alarms, sleight of hand

EXAMPLE SKILL DISTRIBUTIONS

ARCANE ENGINEER (10 POINTS)

- Engineering: 3
- Arcana: 3
- Tech: 2
- Academics: 1
- Craft: 1

CORPORATE INVESTIGATOR (10 POINTS)

- Investigation: 3
- Empathy: 2
- Diplomacy: 2
- Stealth: 1
- Ranged: 1
- Intimidation: 1

FREELANCE MAGE (10 POINTS)

- Arcana: 3
- Lore: 2
- Academics: 2
- Melee: 1
- Empathy: 1
- Performance: 1

STREET OPERATIVE (10 POINTS)

- Stealth: 3
- Thievery: 2
- Brawl: 2
- Athletics: 1
- Empathy: 1
- Pilot: 1

WILDERNESS RANGER (10 POINTS)

- Survival: 3
- Ranged: 3
- Athletics: 2
- Medicine: 1
- Lore: 1

COMBINING TRAITS AND SKILLS

In Infinite Horizons, you roll dice equal to **Trait + Skill** when attempting actions.

EXAMPLES IN AETHERIA

Hacking a corporate security system: Roll Wits + Tech

Piloting a dirigible through a storm: Roll Finesse + Pilot

Negotiating a contract: Roll Presence + Diplomacy (**or**) Wits + Diplomacy

Detecting a hidden magical ward: Roll Awareness + Arcana

Recalling academic theory: Roll Wits + Academics

Intimidating a character Roll (Body + Intimidation) (**or**) (Wits + Intimidation) (**or**) (Presence + Intimidation)

Remember: You'll gain more trait and skill points as you level up through campaign play. Your initial build represents your character at the start of their journey—not their ultimate potential.

STEP 4: RELATIONSHIPS & BACKGROUND

DEFINE KEY RELATIONSHIPS

Name 3-5 important connections

EXAMPLES:

Name	Relationship Type	Complication
Dr. Maren Voss	former professor	still owes me research credit
Kael Thorne	corporate security contact	expects favors
The Whispering Collective	information broker network	I owe them
Captain Rin Sakamoto	dirigible pilot	mutual respect
Thade “Circuits” Morrow	street technomancer	unreliable friend

BACKGROUND DETAILS

FINANCIAL SITUATION

- Comfortable? Struggling? In debt?
- Income sources (legal and otherwise)
- Outstanding debts or obligations

HOUSING

- Where do you live?
- Owned, rented, or temporary?
- Safe? Comfortable? Vulnerable?

LEGAL STATUS

- Clean record? Warrants? Watchlists?
- Licensed for any restricted activities?
- Citizenship and documentation status

REPUTATION

- How are you known professionally?
- Any notable achievements or failures?
- What do people say about you?

STEP 5: EQUIPMENT

Work with your Storyteller to establish starting equipment appropriate to your background and the campaign's starting point.

STANDARD AETHERIAN LOADOUT

PERSONAL TECHNOLOGY

- Scrying-screen (standard or modified)
- Transit credentials and access
- Identification and licenses
- Currency account access

LIFESTYLE ITEMS

- Clothing appropriate to your social position
- Personal vehicle or transit arrangements
- Living space and possessions
- Personal effects with meaning

PROFESSIONAL EQUIPMENT

- Tools specific to your role
- Protective gear if relevant
- Weapons (with appropriate licensing)
- Specialized devices

Storyteller Collaboration: Equipment should enable your character concept without creating imbalance. Discuss restricted items (military-grade weapons, experimental tech, illegal devices) as potential story hooks rather than starting assets.

STEP 6: GROWTH PLANNING

Unlike RPG Anywhere, Infinite Horizons characters advance through campaign play. Consider where you want your character to grow.

SHORT-TERM GOALS (LEVELS 1–3)

- Which traits or skills do you want to improve first?
- Do you want to broaden capabilities or deepen specialization?
- What weaknesses need addressing?

MID-TERM VISION (LEVELS 4–7)

- What trait/skill combinations define your expertise?
- How does your role evolve?
- What relationships become important?
- What new capabilities emerge?

LONG-TERM ARC (LEVELS 8+)

- What mastery do you achieve?
- How do your traits reach their peak?
- What unique capabilities define you?
- What legacy are you building?

CHARACTER GROWTH IN IH

As you level up, you'll gain:

- Additional trait points (increasing raw capability)
- Additional skill points (expanding expertise)
- Special abilities or techniques
- Deeper relationships and resources

Your initial **8 trait points** and **10 skill points** are just the foundation.

Don't over-plan: The campaign will surprise you. These are guidelines, not commitments. Your character will grow organically through play.

STEP 7: FINAL TOUCHES

PHYSICAL DESCRIPTION

- Species and Heritage
- Appearance and Style
- Distinguishing Features
- Presentation (how you want to be perceived)

PERSONALITY FRAMEWORK

- Core Values - What matters to you?
- Fears and Limits - What won't you do?
- Aspirations - What do you want?
- Flaws - What makes you human?

CAMPAIGN INTEGRATION

Answer these for your Storyteller:

1. **Why are you available for adventure** rather than working a stable job?
2. **What's your current crisis** that makes you need allies?
3. **What expertise do you offer** the group? (Look at your high traits/skills)
4. **What vulnerability do you bring** that makes you need the group? (Look at your low/zero traits/skills)
5. **How do your traits manifest in your personality?** (High Body = physical confidence? High Wits = analytical approach?)

READY FOR THE LONG HAUL

Your character is built for campaign play. They'll grow, change, and develop through the story. Keep notes on their experiences—Infinite Horizons rewards character development with mechanical advancement.

Your starting build:

- 8 trait points distributed
- 10 skill points distributed
- Role and background established
- Equipment determined
- Relationships defined

Remember: This system is designed for character arcs. Your initial build represents your character at the start of their journey—not their ultimate potential. Let your character evolve through play.

FINAL STEPS (ALL SYSTEMS)

Regardless of which system you chose, these final considerations help integrate your character into Aetheria and the campaign.

DIVINE PATRONAGE (OPTIONAL)

Does your character have any relationship with Aetheria's pantheon? This doesn't require being a cleric or paladin—most Aetherians acknowledge the gods pragmatically.

CONSIDER

- Do you invoke any deity regularly?
- Have you made any divine contracts?
- Do you avoid certain gods?
- Family tradition of honoring specific deities?
- Professional reasons to acknowledge certain divine forces?

EXAMPLE MODERN RELATIONSHIPS

- Transit workers invoking Astraea for safe journeys
- Academics citing Kaito in research papers
- Medical staff honoring Syric and Morwren
- Business owners making offerings to Tyrone
- Rebels claiming Prometheus's blessing

MECHANICAL IMPACT

Typically none, unless you're playing a divine spellcaster. For most characters, this is pure roleplay flavor.

GROUP INTEGRATION

Before the first session, consider:

HOW DO YOU KNOW THE OTHER CHARACTERS?

- Professional contacts?
- Shared history?
- Recent meeting?
- Hired for the same job?
- Connected through third parties?

WHAT MAKES YOU WORK TOGETHER?

- Complementary skills?
- Shared goals?
- Mutual need?
- Contractual obligation?
- Growing trust?

WHAT'S YOUR TEAM ROLE?

- Leader or follower?
- Planner or improviser?
- Specialist or generalist?
- Face or support?

WORK WITH OTHER PLAYERS

Establish these connections. Organic group dynamics come from shared history and clear character relationships.

SESSION ZERO CHECKLIST

Before play begins, confirm with your Storyteller and group:

CHARACTER CLARITY

- ☐ Everyone understands their character's capabilities
- ☐ No two characters fill the exact same niche
- ☐ Everyone has reasons to be involved in the story
- ☐ Characters have connections to each other
- ☐ Everyone knows which system they're using

SETTING ALIGNMENT

- ☐ Characters fit Aetheria's modern-fantasy tone
- ☐ Backgrounds make sense for the setting
- ☐ No anachronistic technology or magic
- ☐ Power levels feel balanced
- ☐ Everyone understands how magic works in this world

PRACTICAL MATTERS

- ☐ Character sheets completed (or in progress)
- ☐ Dice available (d6 for RPGA, d10 for IH)
- ☐ System guide accessible for reference
- ☐ World Primer available for setting questions
- ☐ Starting location and situation understood

BOUNDARIES & EXPECTATIONS

- ☐ Content boundaries discussed
- ☐ Campaign length and style confirmed
- ☐ Session schedule established
- ☐ Communication preferences set
- ☐ Table rules agreed upon

WELCOME TO AETHERIA

Your character is ready. The world of modern magic awaits—arcane reactors hum, scrying-screens connect continents, and dirigibles cross impossible skies. Somewhere in this vast, thriving world, your story is about to begin.

Check your gear.

Charge your scrying-screen.

Know where the nearest transit circle is located.

Your adventure starts now.

QUICK REFERENCE: SYSTEM DIFFERENCES

Aspect	RPG Anywhere	Infinite Horizons
Dice	d6	d10
Success	5-6	7-10
Character Build	Role + Skills (6 pts) + Expertise + Abilities (2)	Role + Traits (8 pts, max 4) + Skills (10 pts, max 3)
Core Mechanic	Skill + modifiers	Trait + Skill
Advancement	Optional, story-based	Built-in leveling system
Complexity	Light, fast	Moderate depth
Best For	One-shots, mini-campaigns	All campaigns
Creation Time	10-15 minutes	10-20 minutes

RESOURCES YOU NEED

EVERYONE:

- Aetheria World Primer
- This Character Creation Guide
- Dice (appropriate to system)
- Character sheet

YOUR SYSTEM GUIDE

- RPG Anywhere Quickstart Guide (if using RPGA)
- Infinite Horizons Core Guide (if using IH)

OPTIONAL BUT HELPFUL

- Map of Aetheria's continents
- Notes on current events in your campaign
- Player handouts from your Storyteller
- Index cards for tracking abilities/traits



Your Character Awaits

You've built a professional in a complex world. Maybe you're an arcane engineer fresh from university, still idealistic about magical technology's potential. Maybe you're a burnt-out corporate investigator who's seen too much and knows where too many bodies are buried—literally and metaphorically.

Perhaps you're a street mage who never got formal training, learning magic the hard way in Seaphia's ports. Or a wilderness ranger from Valeshia who's watched modern civilization encroach on sacred lands and isn't sure what to do about it.

Whatever your background, you're no longer just living the routine. Something's pulled you into adventure—debt, ambition, curiosity, desperation, or simple bad luck. The opportunities are endless. The dangers are real. And the story is yours to shape.

Aetheria doesn't wait for anyone. The trains run on schedule. The dirigibles fly their routes. The corporations pursue their profits. The ancient magic still sleeps in forgotten places. And somewhere in all of it, you're about to make your mark.

Charge your scrying-screen. Check your credentials. Remember which god you might need to call on.

Your story starts now.

**Compatible with RPGAnywhere© &
Infinite Horizons©**

For the Aetheria setting