

AETHER ANARCHIST

DOMAINS

Aether and Bone

STARTING EVASION

10

STARTING HIT POINTS

5

CLASS ITEMS

The hilt / handle of a broken weapon or a birthmark somewhere visible

AETHER ANARCHIST'S HOPE FEATURE

Redo: Spend 3 Hope to repeat the last effect rolled on the Capacitance table.

CLASS FEATURE

Aetherial Arsenal

You can channel the Aether from within forming or enhancing any weapon. While you wield this weapon you may add your Spellcasting Trait to damage rolls.

Disentangler Saoirse

[Billy Christian](#)



CAPACITANCE

You gain a pool of d12 dice called Aether Dice. On a Failed roll with Fear, you can place a d12 on this card, adding the die to the pool. You start each session with a number of Aether Dice equal to your Spellcasting Trait. When you make an attack roll, you can spend an Aether Die, rolling it on the capacitance table. At the end of each session, clear any unspent Aether Dice on this card.

CAPACITANCE TABLE

Result	Aether die roll
Remove a fear	1
All creatures within very close are restrained	2
Resistance to the next instance of damage	3
All creatures within close are pulled one stage closer	4
Allies within very close range gain a hope	5
All creatures within close are pushed one stage farther	6
Creature hit marks a stress	7
Gain evasion equal to number of HP enemy marks until next time an attack misses you	8
Creature hit is poisoned	9
Swap positions with a target within far range	10
All creatures within very close clear one HP	11
Roll 2 additional times	12

AETHER ANARCHIST SUBCLASSES

Choose either the Unleashed or Controlled subclass.

UNLEASHED

Play a being that is surging with power wanting to be released. Allow the chaos of Aether to flow and hope that the dice will be kind. What wild combos will land? Anything could happen!

SPELLCAST TRAIT

Agility

FOUNDATION FEATURES

Brimming with potential: At the start of each session start with double your spellcasting trait Aether dice. When you roll on the Chaos Table, you may spend 1 additional charge to immediately roll a second time and gain the effects of both results.

SPECIALIZATION FEATURE

Unstable burst: whenever you roll on the capacitance table you explode with energy. All creatures within very close must make a reaction (13) roll or take the damage equal to the dice rolled on the table.

MASTERY FEATURE

Unleashed Capacitance: When rolling on the chaos table you may use any number of Aether dice. Additionally you may now spend any number of stress to roll that many additional die when rolling.

CONTROLLED

The potential of Aether is only valuable when used precisely. Make careful choices to ensure the power is channeled to do exactly what you want it to. Your allies will thank you.

■ SPELLCAST TRAIT

Agility

■ FOUNDATION FEATURES

Calculated chaos: When you use an Aether die instead of rolling a d12 you may instead roll 3d6 and drop one of your choice.

Cultivate Capacitance: you gain a new downtime activity. When used, you gain 1d4 additional Aether charges.

■ SPECIALIZATION FEATURE

Careful alignment: When you use an Aether die instead of rolling a d12 you may instead roll 4d4 and drop one. Additionally If all dice rolled on the are the result in the same number you may instead pick any option.

■ MASTERY FEATURE

Allied alignment: whenever any ally successfully lands an attack within sight you can choose to spend an Aether die or your ally can spend 2 hope to allow you to roll on the chaos table for their strike.

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

- How did your powers first manifest? What mark has that left on you?
- What weapon(s) shaped your soul?
- Who/What drives you to master this power?

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

- How does seeing my power make you feel?
- I once asked what your weapon meant to you. Whats the story, and how did it affect our bond?
- What about you inspires me?

