

Elemental Planes:

- Fire
 - Themes: Rage, Aggression, Consumption
 - Starting Skills
 - Descendants from the plane of Fire begin with one rank of Intimidation. You cannot train their Intimidation above rank 2 during character creation.
 - Light-Bearer
 - Once per session, a descendant from the plane of Fire may harness their innate powers of fire, casting bright light up to a short distance away. This light lasts until the end of the current session, or until extinguished, whether magically or by choice. If the light is required again during the session, they can spend one strain to re-ignite it.
 - Burning Rage
 - When making a melee attack, a being from the plane of Fire may add one Bane die to the pool to add +2 to the damage dealt by one hit of the attack.
- Water
 - Themes: Cleansing, Cycles, Adaptability
 - Starting Skills
 - Descendants from the plane of Water begin with one rank of Cool. You cannot train their Cool above rank 2 during character creation.
 - Create Water
 - Once per session, a descendant from the plane of Water can create up to 5 gallons of fresh, clean water, either in open containers or in a pool on the ground. They can also spend one strain to do this again during that same session.
 - Amphibious
 - You can freely breathe and move through water just as well as you can air.
- Earth
 - Themes: Durability, Steadfastness, Rigidity
 - Starting Skills
 - Descendants from the plane of Earth begin with one rank of Resilience. You cannot train their Resilience above rank 2 during character creation.
 - Stone's Endurance
 - Once per session, a descendant from the plane of Earth may spend a Story Point as an out-of-turn incidental immediately after suffering a Critical Injury and determining the result. If they do so, they count the result as having rolled a "01".
 - Still as Stone
 - During combat, if they stay still for one full round, all attacks against them gain one Bane die. Once they move, this Bane die is lost until they remain in place for one full round again.
- Air

- Themes: Change, Grace, Beauty
- Starting Skills
 - Descendants from the plane of Air begin with one rank of Stealth. You cannot train their Stealth above rank 2 during character creation.
- Step of the Wind
 - Once per session, a descendant from the plane of Air can invoke their heritage and fly as part of one maneuver they make on their turn. They can also expend one strain to do so again during that same session.
- Breathless
 - A being from the plane of air does not require air to survive, and can hold their breath indefinitely.

Axiomatic Planes:

- Celestia (LG)
 - Themes: Obligation, Toil, Sacrifice
 - Starting Skills
 - Descendants from Celestia begin with one rank of Leadership. You cannot train their Leadership above rank 2 during character creation.
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 - Service Through Sacrifice
 - Once per session, a descendant of Celestia may, on their turn, allay the suffering of an ally within Engaged range. They take strain equal to half the amount healed, minimum of one strain.
- Elysium (NG)
 - Themes: Kindness, Beauty, Unity
 - Starting Skills
 - Descendants of Elysium begin with one rank of Charm. You cannot train their Charm above rank 2 during character creation.
 - Natural Beauty
 - One Boon die to all Charm Checks
 - Strength in Numbers
 - Once per session, when a being of Elysian descent uses the Assist maneuver, the recipient of the maneuver gains double the Boon dice.
- Arborea (CG)
 - Themes: Impulse, Predation, Joy
 - Starting Skills
 - Descendants from Arborea begin with one rank in any non-career Combat skill. You cannot train this skill above rank 2 during character creation.
 - Forest Child
 - While traveling in any form of wooded terrain, you and your travel companions gain a Boon die for all checks related to the terrain. (Things like foraging, setting up an ambush, hiding, shortcuts, etc.)

- Ambush
 - During the first round of a combat encounter, you start with one success if you attack an opponent who has not gone yet. You may also expend a Story Point at the start of the encounter to extend this benefit to your allies.
- Mechanus (LN)
 - Themes: Law, Order, Consequences
 - Starting Skills
 - Beings from Mechanus begin with one rank in Discipline. You cannot train their Discipline above rank 2 during character creation.
 - All is Equal
 - Once per session, a descendant of Mechanus may expend one Story Point to remove all Boon and Bane dice from the dice pool.
 - 2
- Pandemonium (CN)
 - Themes: Chaos, Shifting Tides, Change
 - Starting Skills
 - Beings from Pandemonium begin with one rank in Skullduggery. You cannot train their Skullduggery above rank 2 during character creation.
 - Bend Fate
 - Once per session on their turn, a descendant of Pandemonium may change all Boon dice to Bane dice, and vice versa. They gain one Bane die for the rest of the session after this roll is resolved.
 - Tricky
 - Once per session on their turn, a descendant of Pandemonium may spend one Story Point to produce a previously undocumented small item (encumbrance 1 or less) with rarity no greater than 4 from a pocket, bag, pouch, convenient location, etc. - even if there is no logical explanation for it. This item cannot be a weapon, unless it has the Limited Ammo 1 quality, or is Fragile and breaks after one use.
- Gehenna (LE)
 - Themes: Misfortune, Dread, Consequence
 - Starting Skills
 - Beings from Gehenna begin with one rank in Knowledge (Forbidden). You cannot train their Knowledge (Forbidden) above rank 2 during character creation.
 - 1
 - 2
- Hades (NE)
 - Themes: Greed, Sacrifice, Death
 - Starting Skills
 - Beings from Hades begin with one rank in Negotiation. You cannot train their Negotiation above rank 2 during character creation.
 - 1

- 2
- The Abyss (CE)
 - Themes: Temptation, Deception, Dominance
 - Starting Skills
 - Beings from The Abyss begin with one rank in Deception. You cannot train their Deception above rank 2 during character creation.
 - 1
 - 2

The Connecting Planes:

- Shadowfell
 - Themes: Decay, Entropy, Resentment
 - Starting Skills
 - Beings from the Shadowfell begin with one rank in Survival. You cannot train their Survival above rank 2 during character creation.
 - 1
 - 2
- Feywild
 - Themes: Youth, Trickery, Wonderment
 - Starting Skills
 - Beings from the Feywild begin with one rank in Charm. You cannot train their Charm above rank 2 during character creation.
 - 1
 - 2
- Ethereal
 - Themes: The Unseen, Desperation, Scarcity
 - Starting Skills
 - Beings from the Ethereal plane begin with one rank in Perception. You cannot train their Perception above rank 2 during character creation.
 - Subtle Shift
 - Once per session, on their turn, a being from the Ethereal plane may expend a Story Point to turn invisible until the end of the session, they choose to end it (no action required), or until they take any offensive action.
 - Small Stomach
 - Used to feeding off of nothing, beings from the Ethereal plane only require food and water every other day, as opposed to every day like most other entities.
- Astral
 - Themes: The Void, Nothingness, Eternity
 - Starting Skills
 - Beings from the Astral plane begin with one rank in Astro-cartography ((If it's even a thing, otherwise, Knowledge-Forbidden)). You cannot train this skill above rank 2 during character creation.

- Emotionless
 - Beings from the Astral plane generally do not express their emotions. As such, they gain one Boon die to all Cool and Vigilance checks.
- Limited Telepathy
 - Beings from the Astral plane have developed a form of telepathy, allowing them to communicate wordlessly across Short distances. The creatures do not have to share a language, but they must understand at least one language.
- Material
 - Themes: Adventure, Beginnings, Potential
 - Your Starting Skills are that of your base Archetype.
 - Your Special Abilities are that of your base Archetype.