

KENTERRA

Character Creation

Work in Progress — Compiled Draft

Races of Kin

Each Kin receives the following at creation, in addition to their standard trait and skill points:

Entry	Description
Trait Affinities	Free bonus trait points on top of the normal 7.
Skill Affinity	Free skill points chosen from a thematic list.
Passive Ability	Always on. No action required.
Active Ability	Player chooses to trigger. No cost unless specified.
Reaction Ability	Triggers in response to an event. No cost unless specified.

Some races are exceptions to this structure. The Dura have two Reactions and no Active. The Docchu have two Passives and only a Reaction. These exceptions are noted in each entry.

Humans

The last-born of Astriion. Versatile, passionate, and unpredictable in equal measure.

Entry	Detail
Trait Affinities	No fixed affinities. After creation, add +1 to your highest trait. This can raise a trait to 4. If two traits are tied, choose which receives the bonus.
Skill Affinity	2 points in any skills of the player's choice. No restrictions.

Passive — Lend a Hand	+1 die on rolls made to assist another Kin with any task.
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Active — Flash of Inspiration	Once per day. Pause to reflect and gain a sudden insight relevant to the current problem. The GM provides a truthful hint. The quality of the hint scales with how stuck the party genuinely is.
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Reaction — Never Give Up	Once per short rest. When a Human fails a roll, reroll the entire pool. The new result stands.
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Aer

Tall, crystal-limbed humanoids whose bodies cannot lie. Radical honesty is not a choice — it is a physical fact.

Entry	Detail
Trait Affinities	+1 Wit, +1 Connection
Skill Affinity	2 points from: Weaving, Awareness, Social, Intuition, or Discipline

Passive — Crystal Clarity	+1 die to Awareness and Social rolls when attempting to discern the true mood, intent, or emotional state of another Kin. Does not apply to Suppressors or creatures without readable emotional states.
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Active — True Sight	Once per day. Ascertain the true intent and emotional state of one target within sight. The GM answers honestly and completely. Bypasses ordinary social concealment but not magical protection. When used on a Suppressor, sees through the performance entirely.
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Reaction — Crystal Break	Once per scene. When the Aer is struck by a magical mind-affecting ability, their crystal flares and shatters the effect the moment it lands. The ability is automatically negated. No roll required. Does not apply to social manipulation or mundane fear — only magic that directly affects the mind.
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Auver

Direct, powerful, and socially forceful. They say what they mean, fight for what they believe, and celebrate everything worth celebrating.

Entry	Detail
Trait Affinities	+1 Presence for all Auver. +1 Vigor for those born with female physiology. +1 Resolve for those born with male physiology. Personal gender identity is respected and separate from this distinction.
Skill Affinity	2 points from: Combat, Athletics, Discipline, Social, or Performance

Passive — Auver Strikes	The minimum damage an Auver deals is 2 instead of 1. Their strikes always land with weight, regardless of armor or circumstance.
Active — Attention!	Once per scene. In combat, a target must prioritize the Auver on their next action or lose 2 dice on all rolls until they do. Outside combat, the Auver commands the full attention of a person or group, giving allies a window to act, move, or speak unnoticed.
Reaction — choose one	Return the Favor: Once per scene, when struck in melee, add the damage received to the damage of your next melee attack this turn. Counter: Once per scene, when struck in melee, immediately make a single retaliatory strike as a reaction.
Narrative — Formal Challenge	Auver culture supports the issuing of formal challenges in any situation where stakes can be agreed upon. The challenged party must accept or face social consequence — loss of standing, reputation, or narrative weight — determined by the GM. Upon conclusion, the agreed stakes are resolved in full. Refusal is always an option, but it is never without cost.

Orei

Amphibious, ritualistic, and deeply present. Nothing an Orei does is casual. Everything is considered before it begins.

Entry	Detail
Trait Affinities	+1 Connection, +1 Presence
Skill Affinity	2 points from: Awareness, Discipline, Study, Weaving, or Survival

Passive — Still Waters	+1 die to Resolve rolls made to resist mental effects, manipulation, or outside influence. Their deliberateness is not slowness — it is a foundation that is very difficult to move.
Active — Measure Twice	Spend your Action to observe, prepare, or focus. Add +2 dice to your next roll. Must be declared before rolling. Works in and out of combat.

Reaction — Sacred Water

Once per scene. When the Orei or an adjacent ally would suffer a negative condition — fear, confusion, a complication from a mixed success — the Orei touches their sacred flask and invokes a quiet personal ritual. The condition is negated before it takes effect.

Narrative — Personal Ritual

Orei develop personal rituals throughout their lives. Once per rest, an Orei may conduct a small personal ritual. The effect is defined by the player and GM together — meaningful but not combat-decisive. Personal rituals belong entirely to the Orei who holds them.

I'ero

Avian wanderers who care with their whole being and move like they were born airborne. They were.

Entry	Detail
Trait Affinities	+1 Finesse, +1 Wit
Skill Affinity	2 points from: Awareness, Athletics, Survival, Intuition, or Performance

Passive — Keen Eye

I'ero see clearer and farther than any other Kin. +1 die to all Awareness rolls involving sight. No distance penalty on ranged attacks or observations. What others squint at, they read plainly.

Active — Wind Stride / Wind Strike

Once per scene. Outside combat: leap to any point within reasonable distance as a free movement. In combat: launch skyward and come down on a single target — auto-hit, +2 damage, counts as both Move and Attack for that turn. The I'ero may land anywhere within reasonable distance of the target after resolving.

Reaction — Already Gone

Once per scene. When the I'ero would be hit by an attack, their sharp eyes catch the tell before the strike arrives. They move immediately and the attack misses. No roll required.

Dura

Lanky, tough, and feeling everything. Their voice carries no emotion. The rest of them carries nothing but.

The Dura are an exception to the standard ability structure. They have two Reactions and no Active.

Entry	Detail
Trait Affinities	+1 Vigor, +1 Resolve
Skill Affinity	2 points from: Discipline, Social, Crafting, Athletics, or Study

Passive — Exoskeletal	Dura skin and bone are denser than they appear. Their armor value is increased by 1, regardless of armor type worn. Always on, no action required.
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Reaction 1 — In The Way	Once per scene. When an attack is directed at an ally within reach, the Dura steps in front of it. They take the full hit instead. No reduction. That was the choice.
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Reaction 2 — Brace	Once per day. When the Dura takes damage — whether from an attack on themselves or after using In The Way — they may brace against it. If protecting themselves, the damage is halved. If protecting an ally, the damage is negated entirely.
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Hirde

Bestial, loyal, and nearly impossible to sneak up on. When the pack is safe, they are steady. When the pack hurts, they act.

Entry	Detail
Trait Affinities	+1 Wit, +1 Presence
Skill Affinity	2 points from: Awareness, Intuition, Social, Survival, or Animal Handling

Passive — Pack Senses	Any attempt to sneak up on the Hirde suffers -2 dice. +1 die to all Awareness rolls. The Hirde can identify individuals by scent alone, detecting emotional states, recent locations, and other details at GM discretion.
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Active — Roar of Loyalty

Once per scene. Loose a roar that shakes the air. Enemies within earshot may only Move, Attack, or take an Action on their next turn — not all three. All allies within earshot may immediately take one free Move or Action.

Reaction — Unnerving Growl

Once per scene. When an ally is hit by an attack, force the attacker to reroll with one fewer die. The new result stands.

Docchu

Strong, precise, and always aware of what the ground is telling them. They do not cut corners. Not in their work, not in their word, not in a fight.

The Docchu are an exception to the standard ability structure. They have two Passives and only a Reaction.

Entry	Detail
Trait Affinities	+1 Vigor, +1 Finesse
Skill Affinity	+1 Crafting automatically. 1 additional point in: Crafting, Awareness, Discipline, Athletics, or Tactics.

Passive — Low Light

The Docchu's eyes are adapted to darkness. No penalties in low light or darkness, never need a light source to navigate, read, or fight. In bright daylight their distance vision is slightly reduced, but not enough to penalize rolls.

Passive — Ground Sense

Vibration passes through the ground and into the Docchu constantly. Attempts to approach them undetected on solid ground suffer -2 dice. They can sense the position, weight, and movement of anything touching the ground nearby, and can instantly identify structural weaknesses, hollow spaces, or failing points in any surface or structure they are in contact with.

Reaction — Untouchable

Once per day. When the Docchu would be hit by an attack or magical effect, negate it entirely. No roll required. They simply aren't where it lands.

Birth Paths

A Birth Path represents the circumstances of a character's origin — a divine bond, an elemental touch, a connection to the soul of the world, or something stranger. Every character has one.

Birth Paths are not chosen in the way that skills or traits are chosen. They are present from the beginning, woven into who the character is before they were old enough to decide anything. A character may not know what they are at the start of play, but what they are was always true.

Taelesol

The Taelesol are bonded to a Pandrylyr — an elemental dragonwolf — whose choosing arrives without warning and does not ask permission. The bond is permanent, total, and mutual.

Neither exists fully without the other.

Pandrylyr

An elemental companion attuned to one of the six titanic elements: Fire, Water, Wind, Earth, Solar, or Lunar. The Pandrylyr has a simplified statblock and acts as a separate entity on the Taelesol's turn. It grows alongside the Taelesol at XP milestones, with stat growth chosen by the player and narratively consistent with the bond.

Bond

Neither the Taelesol nor the Pandrylyr can be permanently killed while the other lives. When one reaches 0HP, both enter Bond Rage — all attacks deal +1 damage and all damage received increases by 1 until both are restored or combat ends.

Weapon of Combined Spirit

An immaterial weapon of single fixed form, summoned when needed. Always deals the Pandrylyr's attuned elemental damage. Can be used as a melee or ranged weapon. When the Taelesol casts a spell attuned to their Pandrylyr's element, the weapon adds +1 die to the casting roll. The weapon's form is established the first time it is summoned, defined by the player and GM together.

Bond-Lost

When a Taelosol's Pandrylyr dies, the bond does not break — the Pandrylyr does not wholly move on without their Taelosol. They wait, close enough that the bond still hums, just across the threshold. The Taelosol continues, changed but not severed. All Pandrylyr-dependent abilities are replaced by the following.

Weapon of Combined Spirit

Unchanged. The Pandrylyr's energy holds completely.

Deepened Attunement

Without the Pandrylyr physically present, the Taelosol draws their element more directly. They gain elemental resistance to their attuned element — half damage from that element, natural and magical.

Bound by Code

When the Pandrylyr dies, the player and GM define a personal code rooted in who the Pandrylyr was and what they died for. When the Taelosol acts in direct accordance with that code, they gain +1 die on the roll. The code is carried until they are reunited.

Echo of the Bond

Once per day, the GM may offer the Taelosol a wordless impression from their waiting Pandrylyr — a feeling of danger, a pull in a direction, a sense that something is wrong. This is not a request. It simply arrives.

Titan-Blooded

Those touched by the energies of a titan before birth, or soon after. Their weave and abilities become permanently attuned to that titan's element. The titan is unaware of the touch — it is not a deliberate choosing or blessing, but a natural phenomenon, an accident of proximity or aetheric circumstance.

XP abilities are developed through play, defined by the player and approved by the GM.

Brunn — Fire

Resistance

Half damage from fire, natural and magical.

**Free Ability —
Ember**

Summon a small, stable flame. Can light candles, campfires, or similar. Gently warming to those nearby. Not a weapon.

Shivre — Water

Resistance

Half damage from water and ice effects, natural and magical.

**Free Ability —
Cleanse**

Stop the bleeding of and cleanse a small wound. Not a full heal — just enough to stabilize and clean.

Vindes — Wind

Resistance

Half damage from wind and lightning effects, natural and magical.

**Free Ability —
Gust**

Summon a short, directed burst of wind. Powerful enough to redirect a projectile or extinguish a small flame. Brief and precise — it arrives and is gone.

Tallia — Earth

Resistance

Half damage from earth-based effects, natural and magical.

**Free Ability —
Mend**

Mend a small fracture or equivalent on non-living matter. A cracked wall, a snapped tool, a broken hinge. Cannot be used on living creatures.

Solra — Solar

Solar energy is light and revelation, not force. Solra-blooded carry no elemental resistance.

**Free Ability —
Illuminate**

Once per day during daytime. Flood a target with Solra's light before they roll. All rolls made against that target add +1 die until the start of your next turn. Applies to allies and enemies equally — Solra shines on everything.

Free Passive

During dusk to dawn, regain +1 Aether per scene.

Lunre — Lunar

Lunar energy is revelation and constancy, not force. Lunre-blooded carry no elemental resistance.

Free Ability — Soft Light

Once per day during dusk to dawn. After an ally fails a roll, allow them to reroll all failed dice. The new results stand. His light finds what the first pass missed.

Free Passive

During daytime, regain +1 Aether per scene.

Rootshapers

Those touched by Astriion before birth carry something of his roots within them — a deeper connection to the living thread of the world. Their soul is unusually close to the surface, readable, reachable, and capable of being woven into the world around them.

Inner Root

A weapon shaped from the deepest reflection of the Rootshaper's soul. Immaterial until summoned, unique to the Kin who carries it — no two are the same. The form reveals itself rather than being chosen, emerging from a moment of genuine self-knowledge. Deals +1 damage. +1 die on all magic rolls.

Free Ability — Read the Roots

Perceive the connective threads between living Kin. Takes 1–3 turns depending on depth. Ask the GM or player 1–3 questions about the chosen Kin's connections, emotional truth, or relationships. This ability is obvious when used. Willing target: Flows freely. Unwilling, aware target: Each question is subject to an opposed Resolve + Connection roll. Failure breaks the connection without an answer, costs 1 Aether, and the ability cannot be used on the same target for a day. Unaware target: Failure means they become aware after the question is answered, and the answer may not be wholly truthful. Distracted targets roll only Resolve. Rootshapers who use this ability carelessly or without consent are regarded poorly by those who understand what they are capable of.

Arcbound

Arcbound are born with an inextricable resonance with Arc — a connection present from their first breath. Arc feels like a presence to them, always running in the background of their awareness. Most feel, sooner or later, the pull to build.

Golem Companion

A loyal, intelligent golem that listens only to its Arcbound. Acts on the Arcbound's turn. When the Arcbound spends their Action to issue a specific order, the Golem gains +2 dice on its next roll or action. The Golem can be upgraded using XP.

Free Ability — Arc Sense

The Arcbound feels Arc as a constant presence — the location, charge, and condition of any nearby crystal without looking, the strain of Arc being misused, the particular logic of any golem they encounter. Once per day, through deliberate focus, they may accelerate the recharging of a depleted crystal.

Urtouched

A sliver of the Ur runs through them. Not by choice, not by bloodline, not because of anything that follows a discernible pattern. The Ur touches whoever it touches. No one has identified a reason. It simply happens, and the Kin it happens to spend the rest of their lives carrying something most of the world does not know exists.

Attunement

Roll 1d8 when using a magic or Aether ability. The damage type and effect become attuned to the result until a new magic or Aether ability is used. Weapon attacks do not trigger or reset this roll.

Roll	Attunement
1	Fire
2	Water
3	Wind
4	Earth
5	Solar
6	Lunar
7	Pure Weave — non-damaging magic functions normally, direct combat spells fizzle
8	Choice — the Ur bends. Select any attunement.

**Free Passive —
Chaos Ward**

Roll 1d8 when struck by attuned damage of any kind. On an 8, the damage is halved.

**Free Passive —
Chaos Touch**

On any roll, reroll the highest die and take the new result. Always.

**Free Ability —
Touch the Ur**

Once per scene. Deliberately tap into the chaos within. Roll 1d8. The Ur responds in its own way — always beneficial or neutral to you and your allies, never predictable. Higher results are generally more impactful. The GM determines the effect.

Commonfolk

Some Kin are simply born without a particular touch of the divine, the elemental, or the chaotic. They are no less capable for it. Commonfolk have no Birth Path abilities, but begin play with an additional 3 skill points and 1 extra trait point to represent a life spent entirely on their own terms.

Chosen Paths

A Chosen Path is whatever a character commits to. It is not a title granted by an institution or a power bestowed by circumstance. It is simply the answer to the question of what this character stands for and how they move through the world because of it. A Judge walks their path because they believe in fairness. A drifting gunslinger walks theirs because the road and the people they meet on it are what give their life shape. Both are equally valid.

The examples given here are paths that exist in Kenterra with recognizable traditions behind them. A character who walks one of these paths may find others who share it — resources, mentors, community. A character who defines their own path walks it alone, but it is no less real for that.

A character does not need to have a Chosen Path at creation. Some find their path through play. Some never do. Both are valid.

XP abilities developed through a Chosen Path should reflect its nature — what the path demands, what it gives, what it costs. Player and GM define these together through play.

Judge — Disciple of Roro

Roro is the youngest of the three children, and was given the duty of judging the departed — weighing what they did against what they were, and what they were against what the world asked of them. Those who walk in Roro's name carry that same conviction into the living world: that every situation deserves to be genuinely understood before anything is decided about it.

Judges are drawn to conflict, injustice, and the places where harm has gone unaddressed long enough to fester. Their preference is always resolution — the moment where two parties find somewhere to stand together is worth more to them than any victory. When resolution fails, they are formidable. Combat is the last tool they reach for. They reach for it with full intention.

Abilities that grow from this path tend toward perception, truth-seeking, and the particular kind of presence that makes a room listen. And, when necessary, the capacity to end what will not stop on its own.

Archivist — Disciple of Xeya

Xeya is the middle child, given the duty of recording the deeds of the departed — not merely what happened, but who it happened to, held with genuine regard. Those who walk in Xeya's name understand that knowledge is not merely information. It is the record of who lived and what it cost them, and it deserves to be kept.

Archivists are drawn to learning in all its forms — to history, to craft, to the wisdom of communities that have never written anything down. They seek out what is in danger of being forgotten as readily as what is already preserved. Teaching is as central to the path as learning. An Archivist who hoards what they know has misunderstood the work.

They are not warriors by calling. But they are not passive witnesses either. When something irreplaceable is threatened, they have already decided what they are going to do. Abilities that grow from this path tend toward knowledge, perception, and the protection of what cannot be replaced.

Spirit Guide — Disciple of Aront

Aront is the eldest of the three children, given the duty of guiding departed souls from their bodies to Astriion. He has walked beside more Kin in their final moments than any being alive, and he has never rushed a single one of them. Those who walk in his name carry that same unhurried presence into the world — to the dying, to the grieving, to the places where the boundary between life and what comes after runs thin.

Spirit Guides are drawn to the threshold. Not to hold it closed, but to stand at it — to make sure those who cross do so with someone beside them, and that nothing crosses that should not. Their work with the dying is primarily the work of presence. Their work with the Darkness Without is something quieter and more serious, spoken of less often.

Abilities that grow from this path tend toward the boundary between life and death, the perception of souls and their condition, and the particular kind of steadiness that comes from having stood in the hardest places without flinching. When conflict is unavoidable — when something presses against the boundary that will not stop unless it is stopped — Spirit Guides are practiced at facing things most Kin never encounter directly. There is no anger in how they fight. Just the work.

Freeblade

A Freeblade is not defined by who they serve or what cause they carry. They are defined by what they will and will not do. The Freeblade Society gives them a structure — a hall to post contracts, a medallion that means something, a network of others who share the same baseline — but the path itself is older than the organization and exists independently of it. A Kin who has never heard of the Society can still walk it.

What the path asks is simple: capability in service of those who need it, and a line that does not move. The line is personal. Every Freeblade draws it somewhere different. What matters is that it is drawn, that it is known, and that it holds when something pushes against it.

Abilities that grow from this path tend toward the personally practical — whatever combination of combat, awareness, and skill makes this particular Freeblade worth the medallion they carry.

Arcanic

The Arclore Guild produces many kinds of practitioners — theorists, builders, teachers, researchers. A Field Arcanic is something more specific. They are the ones who take their work out of the workshop and into the world, who believe that the best way to understand what Arctek can do is to find out what it does when things go wrong.

Field Arcanics are problem-solvers by instinct and by training. They carry their tools the way others carry weapons, and they tend to reach for them first. Their relationship with Arctek is practical and intimate — they have built things, broken things, rebuilt them under pressure, and learned something from each iteration. They are as comfortable diagnosing a failing Arcengine in a remote settlement as they are adapting their equipment mid-crisis.

Abilities that grow from this path tend toward Arctek knowledge, improvisation, and the particular creativity of someone who has learned to build solutions faster than problems arrive.

Titan Adherent

The titans are not distant. They are Kenterra — present in every stone and current and flame, their energies bleeding outward into the world constantly. A Titan Adherent is simply a Kin who has noticed, and decided to pay attention.

Adherence is not doctrine and it is not formal devotion. It does not require ritual, or a title, or the blessing of anyone. It is an orientation — a way of moving through the world that aligns with what a titan represents. A Kin who tends to the wounded without being asked is already doing Shivre's work, whether they have ever thought of it that way or not. A Kin who stands in the way of harm and refuses to move is already Tallia's, in the way that matters.

The path deepens with intention. A Kin who recognizes what they are aligned with and commits to it — who begins to study it, practice it, live it deliberately — finds that the titan's energy responds. Not with words or visions or divine attention. Just with the particular clarity that comes from knowing what you are for.

Abilities that grow from this path tend toward the nature of the chosen titan — its element, its philosophy, and the particular expression of those things that this specific Kin has made their own.