### Optional Rules

This section contains optional rules for the character generation process. These rules are optional because they are not critical to the game, deal with matters of gaming preferences and may cause game balance issues. Consult your GM to determine whether any of these rules are being used.

#### Attribute Allocation

Runebearer uses random generation of attributes. This is an arbitrary choice. Many people prefer to have total control over their character’s scores. If the GM allows, the players can use one of the following methods to obtain their primary stats.

The first method is to roll 40d6-40 to generate a number of attribute points. The player is then free to distribute these points wherever they see fit. This method generates the same average for attributes as the original random method. In general, expect that players will be more extreme, with high stats in the places that matter and low stats elsewhere.

If 40d6-40 seems like a lot of dice to roll, then 30d6 will generate an average very close (actually it gives 5 extra points on average). If you want to generate characters that are better or worse than the “default” method produces, then either change the number of dice, or modify the constant. For example, 40d6-20 will produce characters that are good in all of their important attributes.

The second method is for the GM to assign a number of points that all players will use for their character’s attributes. The player can then assign these points as they see fit. 100 points will produce average characters. 120 points produces characters that are good in all of their important attributes. 140 points produces great characters with high stats and skill levels.

#### Swapping Attributes

GMs may allow players to trade their rolled scores at a rate of 2 to 1. Thus one attribute can be reduced by 2 points to raise another attribute by one point. No attribute can be lowered below a score of 8 by this method.

#### New Templates

Creating new templates is simple. Each template gets 60 buy points. Choose a list of skills and abilities that total about half of that. The remainder is listed as buy points that the players can use to customize the character. Templates have no special rules or cost bonuses. They exist so that the GM can enforce the continuity of his game world and to promote character niches in a party.

#### No Templates

It is possible to create characters using no templates at all. Each character gets 60 buy points and can then purchase skills and template abilities as they see fit. The GM should approve of each character’s concept and purchased skills and abilities to make sure they fit his sense of the game world and balance.