**The World of Anthis**

**Notes**

This document is an outline describing the spiritual successor to Runebearer RPG. What follows is the barest amount of information necessary to start an Anthis campaign. Where no rules exist here, assume that Runebearer’s rules apply – basic skill resolution is a good example of this, since the opposed d12 mechanic is unchanged.

**Character Creation**

The typical starting character in Anthis is a new adventuring hero. They may have had some training from a master, or from a previous profession, but they are just starting their heroic saga.

To create your Anthean Hero, follow these steps:

* Generate your starting Primary Stats
* Choose your Race
  + Apply stat modifiers
  + Record racial Boons & Banes
* Choose your Background
  + Record background skills & perks
* Choose your Focus
  + Record focus skills & perks
* Calculate your Figured Stats
* Choose your Tag Skills
* Record your Starting Equipment

**Primary Stats**

Characters in Anthis have seven primary stats:

* Muscle (M) – Physical strength and the ability to leverage it
* Skill (S) – Agility, dexterity and hand-eye coordination
* Reflex (R) – Reaction time, raw speed, OODA and perception
* Toughness (T) – Ability to withstand hardship and damage
* Wit (W) – Intelligence and perception
* Power (P) – Force of will, luck, and magical aptitude
* Charisma (C) – Personality, looks, luck, and connection to the divine

Generate your starting stats by rolling **2d4+6** seven times. This will generate scores between 8 and 14. You can assign the scores to any of your primary stats.

**Bonus**

Each stat has a bonus associated with it. This value is used to calculate figured stats, as well as add to skill checks. The bonus for a stat is calculated as follows:

***Bonus = (stat – 10) / 2 (keep the fraction)***

So, a stat of 12 has gives bonus of +1 to relevant skill checks, and a stat of 8 gives a “bonus” of –1.

You do keep and record any fractions. So having a stat of 11 produces a bonus of ½. Since skills and figured stats are generated using two primary stats, two fractional bonuses can add up.

**Effect Dice**

Each stat also has an effect die based on your character’s score for that stat. When the result of an action isn’t simply pass or fail, you may be asked to roll one or more effect dice based on the stats involved in the task. The most common example of this is combat – when you hit your opponent, one of your damage dice is your muscle effect die.

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| **Stat Value** | **Effect Die** |
| 0-3 | 1d3-1 |
| 4-5 | 1d3 |
| 6-8 | 1d4 |
| 9-12 | 1d6 |
| 13-15 | 1d8 |
| 16-18 | 1d10 |
| 19-20 | 1d12 |
| 21-22 | 1d12+1 |
| 23-24 | 1d12+2 |

**Figured Stats**

There are four figured stats in Anthis:

* ***Hit Points =*** Toughness + ½ Muscle + ½ Power (fractions round up)
* ***Initiative =*** Reflex Bonus + Wit Bonus
* ***Base Move =*** 6 hexes/combat round (race, background might change this)
* ***Base Defense =*** 6 (backgrounds, talents might change this)

**The Races of Anthis**

**Ashen** – The Ashen are the descendants of the slaves of Shadow. Centuries of exposure to horrible magic have shortened their stature, twisted their limbs, and bleached their skin. Once proud dwarves, elves, and men, the depredations of Shadow have mutated them beyond recognition.

Today, the Ashen are an independent race, living in small, isolated villages. Though they share blood, the other races shun their misshapen brethren for fear they are tainted by the darkness.

**Caldruine** – Caldrune is a human city situated high in the Savos Peaks. When the darkness was lifted, a small group of sorcerers founded a town on the ruins of an old elven fortress and spent their lives gathering knowledge that survived the centuries of ruin.

Today, Caldrune is a city of scholars and libraries. Its citizens are concerned with the gathering and preservation of knowledge. They see themselves as an example of civility in a brutal and chaotic world.

**Dwarf** – Before darkness fell, the dwarves were the masters of a sprawling civilization beneath the surface of Anthis. Unfortunately, when Shadow came, the huge, black tunnels provided the perfect spawning grounds and the once proud dwarf holds were overrun by millions of horrors.

The dwarves fought a desperate war against the Shadow, but ultimately lost six of the original nine holds. The three that survived did so by collapsing or sealing huge sections of the tunnels, consigning thousands of their brethren to death, or enslavement.

Modern dwarves call themselves Minjanita (“Those That Remain”) and live in the remaining three holds. They are skilled tradesmen and metal workers. Many are great warriors who long for the day when they can open the ruined holds, defeat the monsters within, and reclaim their ancestral tunnels.

**Elf** – A long time ago, elves were the beloved firstborn children of the gods. They were granted mastery of magic and technology, and given the gift of eternal life. They used these gifts to rule over the other races and forge a vast empire.