**Runebearer? Next**

**Character Creation**

**Main Stats**

Characters have 7 main stats:

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

Initial scores for these stats are generated by a roll of **2d4+6**, leading to a range from **8-14**. Once you roll, scores can be freely assigned to any stat the player desires.

* These stats can be modified based on the character’s choice of race, or by leveling up
* Might allow a 2 for 1 swap?
* The ultimate range is 0-20+?

**Effect Die**

Stats have an Effect Die based on their value. When the result of a task isn’t simply pass/fail, you may be asked to roll one or more effect dice, based on the stats involved. The main example of this is doing damage to an enemy, where typically one of the damage dice is your Muscle Effect Die.

|  |  |
| --- | --- |
| **Score** | **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 |

**Secondary Stats**

Characters have 2 secondary stats:

* ***Hit Points (HP)*** – Calculated by taking ***T + ½ M + ½ P (fractions round up)***
* ***Initiative (INI)*** – Calculated using the ***Bonus Calculation for R+W: (R+W-20)/2 (drop fractions)***
* ***Move Allowance (MA)*** – 6 hexes/combat round unless modified by race, background or talents

**Bonus Calculation**

The ***Bonus Calculation*** is used for initiative and as we will see later, to determine skill level. Bonus is calculated based on the values of two primary stats in the following fashion:

***Bonus = (Stat1 + Stat2 – 20)/2 (drop fractions)***

*Example of a Bonus Calculation:* ***Initiative*** *is calculated by finding the bonus of* ***Reflexes*** *and* ***Wit****. After rolling and assigning stats, you have a Reflexes score of 12 and a Wit score of 11. Your initiative is thus (12 + 11 – 20)/2 which is 3/2, or 1.5. Since we drop the fraction, your final initiative score is 1.*

**Backgrounds**

***Backgrounds*** represent a character’s previous job, or training, before the start of the game. They give your starting character a number of skills and possibly one or more abilities with which to start the game. Skills that your character acquires because of his background get a +1 bonus. *(Note: Since there won’t be a point buy system, I will have to make sure that these are reasonably balanced.)*

**Perks**

***Perks*** are bonuses and special advantages that a character has. They can represent training, a special authority, or even an inheritance. Perks can be ***general*** or ***assigned*** to a specific skill depending on the type of perk.

***General Perks*** are languages, titles, stat bonuses and inheritances. There are no special rules for general perks. Once acquired, they give the character the specified bonus or ability whenever appropriate.

***Assigned Perks*** are knowledges and terrains. These must be assigned to a specific lore skill when they are acquired. When testing that skill, the character gains either a +2 to the check, or an automatic success, based on the skill in question and the GM’s discretion. Assigned perks give a +1 bonus on checks to other skills in the same perk category if the GM determines that the topic is relevant.

Perks fall into the following categories:

* ***Favored Terrain (TR/assigned)***
  + Animal Lore
  + Herb Lore
  + Navigate
  + Survival
* ***Knowledges (KN/assigned)***
  + Animal Lore
  + Etiquette
  + Herb Lore
  + History
  + Item Lore
  + Law
  + Rune Lore
  + Streetwise
  + Theology
* ***Languages (LN/general)***
* ***Stat Bonuses (BN/general)***
* ***Titles (TT/general)***

**Focus**

***Focus*** is an idea I am throwing around in my head. It represents a rough indication of the skills and activities the player wants the character to focus on during the campaign. Each skill would belong to one or more focus and a character with the corresponding focus would get a +1 bonus to the skill.

I currently have 8 focuses in mind that work along the lines of basic fantasy class archetypes:

* ***Administrator (A)***
* ***Faith (F)***
* ***The Hunt (H)***
* ***Learning (L)***
* ***Magic (M)***
* ***Subterfuge (S)***
* ***Tradesman (T)***
* ***War (W)***

**Combat Skills**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Skill Name** | **Focuses** | **Stats** | **Default** | **Notes** |
| Bow | HSW | RS |  | Bows and crossbows – features piercing, improved range and defensive options for archers |
| Brawling | HW | MT |  | Unarmed, clubs and improvised weapons – features fast attacks and bonus damage with unarmed strikes |
| Dirty Fighting | WS | RW |  | Knives, improvised weapons – features dirty tricks such as head butt, dirt in the eyes, groin kicks |
| Dual Wield | WS | RS |  | Any two light/medium one-handed weapons – features fast attacks, mobility and whirlwind style moves |
| Dueling | W | RS |  | Single weapon – features some mobility and status attacks to wound and cripple your foe |
| Great Weapon | W | MS |  | Bulky two-handed weapons – features powerful damaging attacks, cleave |
| One-Hand & Shield | FW | ST |  | Sword and board – features tanking and defensive options as well as shield attacks |
| Polearm | W | MS |  | Long spears, poleaxes and staffs – features powerful piercing attacks and reach attacks |
| Spear & Shield | FW | ST |  | Spear and shield – features defensive moves, impaling attacks and taunts |
| Spell | M | PR |  | Missile spells – features improved range, combat spell casting and spell enhancements |
| Staff | M | PS |  | Mage staffs – features defensive moves, spell enhancements |
| Thrown | HSW | MR |  | Thrown weapons – features fast attacks, ??? |

**General Skills**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Skill Name** | **Focuses** | **Stats** | **Default** | **Notes** |
| Acrobatics | HSW | RS |  | * The ability to perform amazing feats of athletics * Character can roll to jump farther/higher, perform flips and tumbles * Can roll to not be knocked down, or to quickly get to your feet * Can roll to avoid some level of falling damage * Opens the talent tree ***Acrobatic Fighter*** * Probably not appropriate for some campaigns |
| Acting | LST | CW |  | * Used to convincingly act like someone else or to hide your motives and true feelings * Can be used to thwart ***Converse, Interrogate, Investigate*** * Can be used to convince someone you’ve been ***Persuaded*** |
| Administer | ALT | PW |  | * Used to administer a business, or a fiefdom * Can be used to increase the profits from a holding * Can be used to decrease the time it takes to improve a holding * Can be used to ascertain the abilities of potential hires |
| Ancient Lore | FLM | PW |  | * Used to understand the mysteries of ***The Ancients*** * Can be used to locate, or gather knowledge about an ancient site * Can be used to activate ancient devices |
| Animal Lore | HL | PW |  | * Used to tame, train, treat animals * Also used to learn stats about beasts * ***Perks*** used here represent an expert-level knowledge of a type of animal – no roll is required for informational tests and taming/training checks are +2 *(Ex. Wolves, or Spiders)* * One ***Perk*** in this skill is free when the skill is chosen |
| Carouse | ASTW | CW |  | * Used to throw parties, meet and interact with the right people * Used to avoid social penalties for cultural differences * Used to quickly fit in/make friends in a new social environment |
| Climb | HSW | RS |  | * Physical skill used to climb surfaces * Given the right talents, can be used to avoid fall damage from any height |
| Converse | AS | CW |  | * Ability to gain information from conversation with other characters (usually NPCs) * Can be used to discern an character’s motives * Can be used to discern if a character is lying to you |
| Diplomat | AF | CW |  | * Used to negotiate deals and treaties between organizations * Can be used to discern the motives of the other negotiating parties * Used to understand the ramifications of agreements * Used to get better terms out of the deal |
| Disguise | S | CS |  | * Used to look like someone else * Can be used to blend in with a crowd by using mannerisms/dress |
| Etiquette | AFL | CW |  | * Used to understand the intricacies of a noble court * Used to identify and interpret heraldry and other noble symbols * Used to understand the lines of succession and ranks of noble titles * Can be used to behave correctly in a noble court * ***Perks*** used here represent expert-level knowledge of a specific subject and no roll is required to succeed *(Ex. James Barony, or Vincent Clan)* * One ***Perk*** in this skill is free when the skill is chosen |
| Gamble | STW | CW |  | * Used to make money from games of chance * Used to cheat or spot a cheat * Can be used to know/quickly learn the rules to unfamiliar games |
| Herb Lore | FHL | PW |  | * Used to identify and find useful herbs in the wild * Used to cultivate herbs * Used to mix poultices that give small heals and buffs to teammates |
| History | AFL | PW |  | * Represents a general knowledge of the history of the campaign realm * Historians presented with an unfamiliar question can roll to see if they know the answer * ***Perks*** used here represent expert-level knowledge of a specific subject and no roll is required to succeed *(Ex. History of Salem, or History of the Terzani Clan)* * One ***Perk*** in this skill is free when the skill is chosen |
| Interrogate | ASW | CP |  | * Used to ascertain the truth of information coerced out of prisoners * Used to gain truthful information from interrogations |
| Item Lore | FLM | PW |  | * Used to know the history and lore of unfamiliar artifacts * Used to gain information about, and unlock, the powers of artifacts * ***Perks*** used here represent knowledge about specific types of artifacts and all checks are +2 *(Ex. Swords, or Holy Relics)* |
| Law | ALT | CW |  | * Used to understand and navigate the laws of the land, including bureaucratic procedure * Used to get licenses, avoid fines, represent a claimant in court, or even avoid a trial altogether * ***Perks*** used here represent expert-level knowledge about a particular type of law, or a particular region’s courts – checks are +2 * One ***Perk*** in this skill is free when the skill is chosen |
| Locks | S | RS |  | * Used to pick locks |
| Medic | FHLW | SW |  | * Used to heal damage and reduce or remove the effect of wounds * In combat, can stop bleeding and dying statuses * In 5 minutes, can heal 1d4 * ***Perks*** used here represent advanced medical training which will allow a 1 hour treatment healing either 2d4, or 3d4 depending on how many perks are used |
| Meditate | FM | PW |  | * Used to recover spell casting levels without sleeping |
| Navigate | HLTW | SW |  | * Used to travel overland without incident * Used to find specific locations within a region * ***Perks*** used here represent specific area knowledge -- checks are +2 |
| Persuade | AFS | CP |  | * Used to convince other characters to take a certain course of action |
| Ride | AHW | MS |  | * Used to ride beasts overland, and also in combat |
| Rune Lore | FLM | PW |  | * Used to identify runes by observing spells being cast * Used to know about the powers/spells in a given rune * Used to learn about the requirements for binding a rune, as well as the possible pitfalls of doing so * ***Perks*** used here represent expert-level knowledge about a small subset of runes – no rolls are required *(Ex. Lightning Runes, or Demonic Runes)* |
| Search | AHS | RW |  | * Used to search for secrets, or hide them from prying eyes |
| Sleight of Hand | S | RS |  | * Used to pick pockets, perform minor “magic” tricks, palm small items, escape from bonds |
| Seduce | AS | CP |  | * The use of flirtation, attraction, and the promise or exchange of sexual favors to get what you want |
| Sneak | HS | RS |  | * Used to conceal oneself from search, or to move quietly and unseen |
| Streetwise | AS | CW |  | * Used to know about the seedy elements in a city * Can be used to gain access to criminals, fence stolen goods, and avoid trouble in the bad part of town * Can be used to gain information about criminal activity |
| Survival | HW | ST |  | * Used to camp in hostile terrain to allow you to rest and heal * Used to avoid natural hazards * Used to forage for food and water * ***Perks*** used here represent favored terrain – checks are +2 * One ***Perk*** is given for free when this skill is chosen |
| Swim | HW | MT |  | * Used to swim and survive in the water |
| Tactics | AW | RW |  | * Used at the beginning of combat to generate ***Tactical Points*** * TP are used to give bonuses to allies during combat, learn enemy statistics, allow special maneuvers, gain party inspiration |
| Theology | FL | PW |  | * Used to know about the gods of the campaign * Used to understand the will of the gods – whether or not certain actions would please or anger them * Used as the skill to ***Petition*** the gods, gain favors, and invoke miracles |
| Trade | AT | CW |  | * Used to get better deals when buying/selling items |
| Track | HS | RW |  | * Used to follow your quarry by the trail they leave behind |
| Traps | HS | SW |  | * Used to disarm and possibly set traps |

**Crafting Skills *(Note: These are optional in many campaigns, or used during downtime, or by NPCs primarily)***

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Skill Name** | **Focuses** | **Stats** | **Default** | **Notes** |
| Alchemist | LMT | PW |  |  |
| Armor Smith | TW | MS |  |  |
| Cook | HT | PS |  |  |
| Jeweler | FMT | RS |  |  |
| Performer | LT | CP |  |  |
| Weapon Smith | TW | MS |  |  |
| Woodworker | HT | SW |  |  |