**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 +2 bonus. *(Note: Since there won’t be a point buy system, I will have to make sure that these are reasonably balanced.)*

**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 (+2?) 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 |  | Includes crossbows |
| Brawling | HW | MT |  |  |
| Dirty Fighting | WS | RW |  |  |
| Dual Wield | WS | RS |  |  |
| Dueling | W | RS |  |  |
| Great Weapon | W | MS |  |  |
| One-Hand & Shield | FW | ST |  |  |
| Polearm | W | MS |  |  |
| Spear & Shield | FW | ST |  |  |
| Spell | M | PR |  |  |
| Staff | M | PS |  |  |
| Thrown | HSW | MR |  |  |

**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 |
| Carouse | ASTW | CW |  | * Used to throw parties, meet people and generally meet 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 |
| 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 |
| 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 |
| 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 |
| Law | ALT | CW |  |  |
| Locks | S | RS |  |  |
| Medic | FHLW | SW |  |  |
| Meditate | FM | PW |  |  |
| Navigate | HLTW | SW |  |  |
| Persuade | AFS | CP |  |  |
| Ride | AHW | MS |  |  |
| Rune Lore | FLM | PW |  |  |
| Search | AHS | RW |  | Previously investigate/conceal |
| Sleight of Hand | S | RS |  |  |
| Seduce | AS | CP |  |  |
| Sneak | HS | RS |  |  |
| Streetwise | AS | CW |  |  |
| Survival | HW | ST |  |  |
| Swim | HW | MT |  |  |
| Tactics | AW | RW |  |  |
| Theology | FL | PW |  |  |
| Trade | AT | CW |  |  |
| Track | HS | RW |  |  |
| Traps | HS | SW |  |  |

**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 |  |  |