**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 4 focuses in mind that work along the lines of basic fantasy class archetypes: ***Martial, Faith, Subterfuge,*** and ***Magic***. I could also see ***Stewardship***, ***Craftsman*** and maybe ***Scholar***.

I am not sure, but your focus might also have some influence on the talents you take as you level.

**Combat Skills**

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Skill Name** | **Focuses** | **Stats** | | | | | | | **Default** | **Notes** |
| Bow |  |  | S |  |  | W |  |  |  |  |
| Brawling |  | M |  |  | T |  |  |  |  |  |
| Dirty Fighting |  |  | S |  |  | W |  |  |  |  |
| Dual Wield |  |  | S | R |  |  |  |  |  |  |
| Dueling |  |  | S | R |  |  |  |  |  |  |
| Great Weapon |  | M | S |  |  |  |  |  |  |  |
| One-Hand & Shield |  |  | S |  | T |  |  |  |  |  |
| Polearm |  | M | S |  |  |  |  |  |  |  |
| Spear & Shield |  |  | S |  | T |  |  |  |  |  |
| Spell |  |  |  | R |  |  | P |  |  |  |
| Staff |  |  | S |  |  |  | P |  |  |  |
| Thrown |  | M |  | R |  |  |  |  |  |  |

**General Skills**

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Skill Name** | **Focuses** | **Stats** | | | | | | | **Default** | **Notes** |
| Acrobatics |  |  | S | R |  |  |  |  |  |  |
| Acting |  |  |  |  |  | W |  | C |  |  |
| Administer |  |  |  |  |  | W | P |  |  |  |
| Ancient Lore |  |  |  |  |  | W | P |  |  |  |
| Animal Lore |  |  |  |  |  | W | P |  |  |  |
| Carouse |  |  |  |  |  | W |  | C |  |  |
| Climb |  | M |  | R |  |  |  |  |  |  |
| Converse |  |  |  |  |  | W |  | C |  |  |
| Diplomat |  |  |  |  |  | W |  | C |  |  |
| Disguise |  |  | S |  |  |  |  | C |  |  |
| Etiquette |  |  |  |  |  | W |  | C |  |  |
| Interrogate |  |  |  |  |  |  | P | C |  |  |
| Item Lore |  |  |  |  |  | W | P |  |  |  |
| Locks |  |  | S | R |  |  |  |  |  |  |
| Medic |  |  | S |  |  | W |  |  |  |  |
| Navigate |  |  | S |  |  | W |  |  |  |  |
| Persuade |  |  |  |  |  |  | P | C |  |  |
| Ride |  | M | S |  |  |  |  |  |  |  |
| Rune Lore |  |  |  |  |  | W | P |  |  |  |
| Search |  |  |  | R |  | W |  |  |  | Previously investigate/conceal |
| Sleight of Hand |  |  | S | R |  |  |  |  |  |  |
| Sneak |  |  | S | R |  |  |  |  |  |  |
| Survival |  |  | S |  | T |  |  |  |  |  |
| Swim |  | M |  |  | T |  |  |  |  |  |
| Theology |  |  |  |  |  | W | P |  |  |  |
| Trade |  |  |  |  |  | W |  | C |  |  |
| Track |  |  |  | R |  | W |  |  |  |  |
| Traps |  |  | S |  |  | W |  |  |  |  |