**Runebearer Character Creation**

Characters are the focus of role-playing games. Each player takes on the persona of one or more characters in the fantasy world. The players control their characters by telling the referee (otherwise known as the game master, or GM) what the characters do. The GM causes the players to experience the game world by telling them what they see, smell, hear and feel. By this wordplay and the imaginations of the players and GM, a story is told. The player characters (PCs) are the focus of this story and so, creating your character is the first step to entering the game world.

Before you begin, talk to your GM. See what types of character the GM would like to see and what kind of campaign he is planning to run. Ask if there are any limitations on the types of characters permitted in the game, or if any other player has a character that is filling a particular role. Your GM might have a theme or story in mind and it is best if your character fits into that theme. A swashbuckling swordsman if great in a “Three Musketeers” type game, but not in a gothic horror story.

In addition, the other players might be able to help you with your character concept. Talk to them and see if any of their characters is already filling a particular niche in the group. One brooding priest makes a unique and interesting character. Having two of them in the same adventuring party blunts their dramatic impact. In addition, try to choose characters with a broad range of skills. Some skill overlap is good; you can never have too many medics. However, if every character has diplomacy, then the opportunities for the less-skilled characters to shine are going to be rare, and someone is going to feel as though their skill pick was wasted.

To create a character for Runebearer, follow these steps:

**Character Creation Checklist**

Follow these steps to create your Runebearer character:

* Generate your **Primary** **Stats & Bonuses**
* Choose your **Background**
* Choose your **Template**
* Calculate your **Figured Stats**
* Purchase your **Skills**

**Generate Your Primary Stats**

Your adventurer’s innate talent is represented by their seven primary stats. In general, primary stats range between 0-20 for human characters, but for starting adventurers, each stat is generated by rolling 2d6+4, for a range between 6 and 16.

*Muscle*

Muscle represents your sheer physical prowess and your ability to effectively leverage it. Muscle tests are used to kick down stuck doors, wrestle a struggling enemy to the ground, and to withstand being knocked over by a charging foe. Muscle also plays an important part in determining the damage you do with melee attacks, and your starting hit points.

*Skill*

Skill measures your agility, balance, and coordination. Characters with high skill can climb, pick locks, and sneak around their enemies. Skill is key to many skills and combat abilities, and is of particular interest to archers because it helps determine how much damage you do with missile attacks.

*Reflex*

Reflex is a combination of your perception and reaction time and measures your ability to sense changes in your surroundings, and act in a timely fashion. A high reflex might let you spot a cheater just as he pulls a card from his sleeve, and when you accuse him, to dodge his punch just before it lands. Reflex is important for any skills that require a keen eye, or a sixth-sense for danger, is critical for many types of saving throws, and plays a role in a few combat abilities, including initiative.

*Toughness*

Toughness represents your ability to withstand physical punishment, resist diseases, and weather the effects of poison. Few skills rely on toughness, but it is still an important stat due to its use in many saving throws and its role in determining your starting hit points.

*Wit*

Wit measures your ability to learn and retain information, as well as your talent at understanding new and mysterious situations. Characters with high wit are the scholars, alchemists and doctors of the land, able to research ancient mysteries, and treat wounds and disease. Wit is a key stat in many skills, including skills dealing with lore or magic. In addition, a high wit score will increase your initiative, allowing you to act faster in battle.

*Power*

Power is a combination of your willpower, your magical aptitude, and your connection to the divine. A high power score might represent a latent magical talent, or a stalwart devotion to your god, or maybe sheer dumb luck. Power is a component in all spell casting skills, is the save stat to resist many magical attacks, and helps determine your starting hit points.

*Charisma*

Charisma is a measure of your character's looks and personality. It helps you fast talk town guardsman, intimidate savage raiders, and squeeze silver out of wily merchants. Though it does not play a role in combat, charisma is a component in any skill that deals with influencing people, and has a role to play in a few magic skills as well.

**Stat Bonuses**

Each stat has a BONUS, which adds to any check that utilizes that stat. Bonus is determined by subtracting 10 from your stat, and dividing by 2. Half-points don’t give you any bonus by themselves, but many calculations (skill levels most notably) use two stats, and in that case two half-points add up to a +1.

*BONUS = (Stat – 10) / 2*

**Effect Dice**

Each stat 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 (for melee combat) or your Skill effect die (for missile combat).

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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 |

**Character Creation Checklist**

* Generate your **Primary Stats & Bonuses**

To create your primary stats, roll 2d6+4 seven times and record the results. Now assign each of the values to one of the stats in whatever order you choose based on the type of character you intend to play. A powerful melee fighter will focus on Muscle and Toughness, while a cunning scholar will want Wit and Reflex.

**Choose Your Background**

In Runebearer, your background represents the things that shaped you before you started your adventuring career -- your ancestry, culture, upbringing, and maybe even your species. Were you born the scion of a powerful noble house, or merely a peasant farmer, eking out a meager existence from the land?

In roleplaying terms, your background is part of your origin story. Where did you come from, and how did you end up becoming the adventurer you are today? In game terms, your background will modify some of your stats, give you bonuses to certain skills (should you take them), and allow you to choose one special boon with which to start the game.