**Bostonia**

**Notes**

For a long time, I have wanted to get back to Bostonia, and get a complete version of the new Runebearer RPG rules out the door. These documents are the start of that work. The format and style of this document are bare-bones, but my goal is that it will be the complete ruleset, as it pertains to the World of Bostonia setting.

**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 someone is going to feel as though their skill is wasted.

To create your Runebearer character, follow these steps:

##### *Character Creation Checklist*

*The steps to creating your Runebearer character are as follows:*

* *Generate your 7* ***Primary*** *Stats*
* *Choose your* ***Background***
* *Choose your* ***Profession***
* *Choose your* ***Favored Fighting Style***
* *Choose 8* ***Tag Skills***
* *Choose 2* ***Starting Talents***
* *Calculate your* ***Figured Stats***
* *Select* ***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 **2d6+4** seven times. This will generate scores between 6 and 16. You can assign the scores to any of your primary stats.

**Stat Checks**

During your adventures, you will often be asked to make stat checks (also called saving throws). This could be to muscle open a door, to dodge a dart trap, or to keep your wits about you when affected by the enchanting song of a harpy.

Stat checks are made by rolling a d12 and adding the relevant stat to the roll. The GM also rolls a d12 and adds the ***Difficulty Level*** of the check (called the DL) to the roll. If you roll equal to or higher than the GM’s roll, you succeed.

**Opposed Checks**

Sometimes, your stat check is a result of an enemy character acting against you (as opposed to luck, or an inanimate object). In this case, each character rolls a d12 and adds his relevant stat (as opposed to a DL), and whoever gets the higher total wins.

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

You do keep and record any fractions. 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.

|  |  |
| --- | --- |
| **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 Runebearer, and though you won’t calculate their values until the end of character creation, we will list them, along with how they are figured.

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

**Backgrounds**

A background represents your character’s story before he started his life of adventure. Were you a timid priest, studying the tenets of the church in a dusty monastery? Perhaps you were the son of a nobleman, or a gruff bounty hunter tracking down wanted criminals for the town guard. Maybe you were the town guard. In any case, you start the game with some skills and abilities learned due to your prior endeavors.

**Stat Modifiers**

Each background has a set of stat modifiers. For the majority of backgrounds, the total of stat bonuses and penalties will total to zero, but a very few backgrounds might violate this rule. When you select a background, apply the stat modifiers to your primary stats, adjusting them up or down as appropriate.

**Background Skills (and Bonus)**

Your background will also have a list of (usually 2-4) skills. Write these skills down on your character sheet, and note that these are your background skills. (I usually tell players to put a tiny “B” next to the skill name.) When you make a skill test with a background skill, you can add one to the result.

**Traits**

Certain backgrounds come with one or more special talents or traits. Write these down on your sheet.

**Boons**

Each background has a list of boons associated with it. Choose *one* of these boons, and write it on your character sheet.

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| --- | --- | --- | --- |
| **Street Thug** – You grew up on the rough streets of a large city, scraping and fighting for every scrap. | | | |
| Stats: | Skills: | Traits: | Boons (choose one): |

**Skills**

**Adventuring Skills**

|  |  |  |  |
| --- | --- | --- | --- |
| **Skill Name** | **Stats** | **Default** | **Notes** |
| Acting | CW | 4 | * Used to convincingly act like someone else or to hide your motives and true feelings * ***Specialization: Disguise*** allows you to use this skill to disguise yourself to look like someone else * Can be used to thwart ***Converse, Interrogate*** * Can be used to convince someone you’ve been ***Persuaded*** |
| Administer | PW | 4 | * 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 |
| Animal Lore | PW | 0 | * Used to tame, train, treat animals * Also used to learn stats about beasts * ***Specializations*** 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)* |
| Athlete | MT | 8 | * Used to run faster and jump higher than normal * Used in contests of physical prowess * ***Specialization: Swim*** allows you to use this skill to swim * Opens access to acrobatic talent trees if given a bonus or tagged |
| Climb | RS | 4 | * Physical skill used to climb surfaces * Given the right talents, can be used to avoid fall damage from any height |
| Converse | CW | 4 | * Ability to gain information from conversation with other characters (usually NPCs) * Can be used to discern a character’s motives * Can be used to discern if a character is lying to you * Used to avoid social penalties for cultural differences * Used to quickly fit in/make friends in a new social environment |
| Craftsman | SW | 0 | * Used to create or repair simple items and devices * Used to repair wear and tear on weapons and armor * ***Specializations*** in this skill are *required* to create equipment, or do more elaborate work (i.e. armor smith, weapon smith, builder, jeweler) |
| Diplomat | CW | 0 | * 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 * Used to understand the intricacies of a 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 * ***Specializations*** used here represent expert-level knowledge of a specific subject and no roll is required to succeed |
| Dodge | RS | 8\* | * Used to dodge missile/spell attacks * Cannot be selected as a tag skill |
| Dungeon Lore | PW | 0 | * Knowledge of the dark places of Bostonia * Used to learn of any special conditions a dungeon might have before entering * Used to learn rumors about a dungeon * Can be used to assist survival in dungeons |
| Herb Lore | PW | 0 | * 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 | PW | 0 | * 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 * ***Specializations*** used here represent expert-level knowledge of a specific subject and no roll is required to succeed |
| Interrogate | CP | 4 | * Used to ascertain the truth of information coerced out of prisoners * Used to gain truthful information from interrogations |
| Intimidate | CM | 4 | * Used to bully people into giving you what you want |
| Locks | RS | 0 | * Used to pick locks |
| Medic | SW | 0 | * 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 * ***Specialization: Physician*** allows using this skill to diagnose and treat diseases, poisons and long-term afflictions |
| Navigate | SW | 0 | * Used to travel overland without incident * Used to find specific locations within a region * ***Specializations*** used here represent specific area knowledge -- checks are +2 |
| Perform | CW | 0 | * Used to play instruments, sing, tell stories or otherwise entertain |
| Persuade | CP | 4 | * Used to convince other characters to take a certain course of action |
| Ride | MS | 0 | * Used to ride beasts overland, and also in combat |
| Sailing | MS | 0 | * Used to perform duties on ships |
| Search | RW | 8\* | * You cannot choose search as a tag skill * You can put free checks into search * Used to search for secrets, or hide them from prying eyes |
| Sleight of Hand | RS | 0 | * Used to pick pockets, perform minor “magic” tricks, palm small items, escape from bonds |
| Seduce | CP | 4 | * The use of flirtation, attraction, and the promise or exchange of sexual favors to get what you want |
| Sneak | RS | 4 | * Used to conceal oneself from search, or to move quietly and unseen |
| Streetwise | CW | 0 | * 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 | ST | 0 | * 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 * ***Specializations*** used here represent favored terrain – checks are +2 |
| Tactics | RW | 0 | * Used at the beginning of combat to generate ***Tactical Points*** * TP are usable like inspiration, but last only for the duration of the battle |
| Theology | CP | 0 | * 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 to learn new divine invocations |
| Trade | CW | 0 | * Used to assay normal items and trade goods * Used to get better deals when buying/selling items |
| Track | RW | 0 | * Used to follow your quarry by the trail they leave behind |
| Traps | SW | 0 | * Used to disarm and possibly set traps |

**Combat Skill List**

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| --- | --- | --- | --- |
| **Skill Name** | **Stats** | **Default** | **Notes** |
| Bow | RS | 4 | Bows – features piercing, improved range and defensive options for archers |
| Brawling | MT | 8 | Unarmed, clubs and improvised weapons – features fast attacks and bonus damage with unarmed strikes |
| Dirty Fighting | RW | 0 | Knives, improvised weapons – features dirty tricks such as head butt, dirt in the eyes, groin kicks |
| Dual Wield | RS | 0 | Any two light/medium one-handed weapons – features fast attacks, mobility and whirlwind style moves |
| Dueling | RS | 4 | Single weapon – features some mobility and status attacks to wound and cripple your foe |
| Great Weapon | MS | 4 | Bulky two-handed weapons – features powerful damaging attacks, cleave |
| One-Hand & Shield | ST | 4 | Sword and board – features tanking and defensive options as well as shield attacks |
| Polearm | MS | 4 | Long spears, poleaxes and staffs – features powerful piercing attacks and reach attacks |
| Spear & Shield | ST | 4 | Spear and shield – features defensive moves, impaling attacks and taunts, and spear throwing |
| Spell | PR | 8/0 | Missile spells – features improved range, combat spell casting and spell enhancements  Note: Your default for this skill is 8 if you know ANY spell that fires a projectile, and 0 if you do not |
| Staff | PS | 4 | Mage staffs – features defensive moves, spell enhancements |
| Thrown | MR | 4 | Thrown weapons – features fast attacks, ??? |

**Magic Skills**

|  |  |  |  |
| --- | --- | --- | --- |
| **Skill Name** | **Stats** | **Default** | **Notes** |
| Alchemy | SW | N |  |
| Artifacts | PW | N |  |
| Meditation | CP | N |  |
| Rituals | TW | N |  |
| Rune Lore | CW | N |  |
| Spell Casting | ?? | N |  |