

# FATE Classic Runequest Character Creation

The only one I ever had was second edition, so that is it for me.

To begin :-

## **BASIC SKILLS**

Strength  
Constitution  
Size  
Intelligence  
Power  
Dexterity  
Charisma  
Resources

They begin at +1, except for Sanity, which beings at the same level as Power. See the end of this section for the ladder.

For each statistic roll 8dF. That is 4dF twice, added together. Runequest didactic instructional style preserved.

Stress Boxes: 2/2

Physical: 3 if (CON + SIZ) = +1 or +2, 4 if (CON + SIZ) = +3 or higher

Mental: 3 if POW = +1 or +2, 4 if POW = +3 or higher

Five Aspects: High Concept, Trouble, and three others.

## **RESOURCES**

Background

Roll 4dF

Dice Roll	Background	Resources
-4	Peasant	-3
-3	Peasant	-2
-2	Peasant	-1
-1	Peasant	0
0	Barbarian	0
+1	Townsmen	+1
+2	Poor Noble	+2
+3	Rich Noble	+3
+4	Very Rich Noble	+4

You get appropriate gear and quality for the background.

A barbarian gets a horse if he makes a second 4dF roll that isn't a 0.

Designing an Adventurer, we get:

0, -1 : +1, -1 : -3, 0 : +2, +2 : 0, -3 : 0, -1 : -3, 0

-1 Strength  
0 Constitution  
-3 Size  
+4 Intelligence  
-3 Power  
-1 Dexterity  
-3 Charisma

Or Rarik the Reader, it appears.

## OTHER SKILLS

If you like, Abilities can confer bonuses or penalties to Skills, to keep the flavour of those tables.

Attack Formula

$$[\text{STR} + (\text{INT} * 2) + \text{POW} + (\text{DEX} * 2)] / 12$$

Parry Formula

$$[\text{STR} - \text{SIZ} + \text{POW} + (\text{DEX} * 2)] / 10$$

Defense Formula

$$[\text{POW} - \text{SIZ} + (\text{INT} * 2) + (\text{DEX} * 2)] / 12$$

Damage Formula - Shifts of Effect Bonus

$$[\text{STR} + \text{SIZ}] / 4$$

Perception Formula

$$[\text{POW} + (\text{INT} * 2)] / 6$$

Stealth Formula

$$[(\text{INT} * 2) - (\text{SIZ} * 2) + (\text{DEX} * 2) - \text{POW}] / 14$$

Knowledge Formula

$$[\text{POW} + (\text{INT} * 2)] / 6$$

Manipulation Formula

$$[\text{STR} + (\text{INT} * 2) + \text{POW} + (\text{DEX} * 2)] / 12$$

Round them all back to the lowest integer.

So for Rarik

$$+3/12 = 0.3 = 0 \text{ Attack}$$

$$-2/10 = -0.2 = 0 \text{ Parry}$$

$$+6/12 = 0.5 = 0 \text{ Defense}$$

$$-4/4 = -1.0 = -1 \text{ Damage}$$

$$+5/6 = 0.8 = 0 \text{ Perception}$$

$$+15/14 = 1.1 = +1 \text{ Stealth}$$

+5/6 = 0.8 = 0 Knowledge  
+3/12 = 0.3 = 0 Manipulation

## Runequest Standard Skills

### Knowledge

Evaluate Treasure [Lore]  
Read Own Language [Lore]

### Manipulation

Climbing [Athletics]  
Hide Item [Deceive]  
Jumping [Athletics]  
Lock Picking [Burglary]  
Map Making [Lore]  
Riding [Drive]  
Swimming [Athletics]  
Trap Set/Disarm [Burglary]

### Perception

Listen [Notice]  
Spot Hidden Item [Notice]  
Spot Trap [Burglary]  
Tracking [Notice]

### Stealth

Camouflage [Stealth]  
Hide In Cover [Stealth]  
Move Silently [Stealth]  
Pick Pockets [Burglary]

## HUMANOID HIT LOCATION TABLE

Dice Roll	Consequence Location
-4	Head
-3	Head
-2	Right Arm
-1	Right Leg
0	4dF roll : 0,-4,+4 = Chest, else Abdomen
+1	Left Leg

+2	Left Arm
+3	Head
+4	Head

## CRITICAL TABLE

Ro/Skl	-4	-3	-2	-1	0	+1	+2	+3	+4
-4	Fumb	Fumb	Fumb	Fumb	Fumb	Fumb	Fumb	Fumb	Fumb*
-3	Fumb	Fumb	Fumb	Fumb	Fumb				
-2	Fumb	Fumb							
-1									
0									
+1									
+2								Crit	Crit
+3	Impale				Crit	Crit	Crit	Crit	Crit
+4	Crit*	Crit	Crit	Crit	Crit	Crit	Crit	Crit	Crit

do Treasure table  
 rune priest rules etc.

## THE LADDER

Number      Adjective  
 +9    Legendary Y (Shift Y)  
 +8    Legendary X (Shift X)

- +7 Unearthly (Epic)
- +6 Monstrous (Fantastic)
- +5 Amazing (Superb)
- +4 Incredible (Great)
- +3 Remarkable (Good)
- +2 Excellent (Fair)
- +1 Good (Average)
- +0 Typical (Mediocre)
- 1 Poor
- 2 Feeble (Terrible)
- 3 Awful 0 (Shift 0)
- 4 Dreadful
- 5 Woeful
- 6 Pathetic
- 7 Abysmal