

# FATE Classic AD&D Character Creation

Advanced Dungeons and Dragons, old school 1st Edition style. I only ever played 2nd edition very very briefly. Also you can get OSRIC here <http://www.knights-n-knaves.com/osric/> for those like me that don't have the original books anymore.

## SKILLS

The basic skills are:

Strength  
Dexterity  
Constitution  
Intelligence  
Wisdom  
Charisma

They begin at +1. See the end of this section for the ladder. For each, roll 8dF. That is 4dF twice, added together. Add the result to +1 to get your skill rank.

## ASPECTS

Five Mandatory Aspects: High Concept, Trouble, Race, Class and Alignment

## OTHER SKILLS

Resources -2  
Level +1

## RACE

Choose a race aspect from the list :

There are minimum and maximum skill requirements:

	DWARF	ELF	GNOME	HALFEL F	HLFLING	HLFORC	HUMAN
STR	-2/+8	-7/+8	-4/+8	-2/+8	-4/+7	-4/+8	-7/+9
DEX	-7/+7	-3/+9	-7/+8	-4/+8	-3/+9	-7/+7	-7/+9
CON	+2/+9	-2/+7	-2/+8	-4/+8	+0/+8	+2/+9	-7/+9
INT	-7/+8	-2/+8	-3/+8	-6/+8	-4/+8	-7/+7	-7/+9
WILL	-7/+8	-7/+8	-7/+8	-2/+8	-7/+7	-7/+4	-7/+9
CHA	-7/+8	-2/+8	-7/+8	-2/+8	-7/+8	-7/+2	-7/+9

### **Dwarf**

Stunts: Delverspeak, Goblin Bash, Goblin Speak, Infravision, Offputting, Short and Missable, Short but Hardy, Shortspcak, Tough

Allowed classes/level limits: Assassin/9, Cleric/8, Fighter/7, Thief, Fighter/Thief

### **Elf**

Stunts: Infravision, Not Tired, Quick, Secret Portal, Shortspcak, Surprise, String Hand, Sword Wielder, Weak

Allowed classes/level limits: Assassin/10, Cleric/7, Fighter/5, Magic User/9, Thief, Fighter/Magic User, Fighter/Thief, Magic User/Thief, Fighter/Magic User/Thief

### **Gnome**

Stunts: Dirt Creaturespeak, Engineering, Goblin Bash, Short and Missable, Short but Hardy, Shortspcak

Allowed classes/levels limits: Assassin/8, Cleric/7, Fighter/6, Illusionist/5, Thief, Fighter/Illusionist, Fighter/Thief

### **Half Elves**

Stunts: Infravision, Not Tired, Secret Portal, Shortspcak

Allowed classes/level limits: Assassin/11, Cleric/5, Fighter/6, Magic User/6, Ranger/6, Thief, Cleric/Fighter, Cleric/Ranger, Cleric/Magic User, Fighter/Magic user, Fighter/Thief, Magic user/Thief, Cleric/Fighter/Magic user, Fighter/Magic user/Thief

### **Halflings**

Stunts: Infravision, Puny, Quick, Shooter, Short but Hardy, Shortspoke, Surprise  
Allowed classes/level limits: Fighter, Druid, Thief, Fighter/Thief

### **Half Orcs**

Stunts: Goblin Speak, Infravision, Mighty, Tough, Very Offputting  
Allowed classes/level limits: Assassin/15, Cleric/4, Fighter/10, Thief/6, Cleric/Fighter, Cleric/Thief, Cleric/Assassin, Fighter/Thief, Fighter/Assassin

### **Humans**

Garden variety monkey boys and girls have no restrictions or limits on anything, and no race stunts.

## **CLASSES**

Choose one class aspect from the list, or multiclass as applicable by race. If you qualify you can change classes at a milestone, keeping what you have and starting at Level +1 for the new class. Your class determines your initial stress boxes.

Constitution of +1 adds one Physical stress box. Constitution of +3 adds another Physical stress boxes.

Will of +1 adds one Mental stress box. Will of +3 adds another Mental stress box.

### **Assassin**

Assassination, Backstab, Disguise, Evil

Weapons: Choose three weapon skills at +1

Armour Limitation: Leather only (shields allowed)

Stress boxes: 2/2

### **Cleric**

Cleric Spells, Turn Undead

Weapons: Choose two blunt weapon skills at +1

Stress boxes: 2/2

### **Druids**

Alignment Aspect: Neutral

Druid Speak, Druid Spells, Not So Hot

Weapons: Choose two skills at +1 from club, dagger, dart, hammer, oil, scimitar, sling, spear,

staff

Armour Limitation: Leather only (wooden shields allowed)

Stress boxes: 2/2

## **Fighter**

Weapon Familiarity, Weapon Specialisation (optional)

Weapons: Choose four skills at +1

Stress boxes: 3/1

## **Illusionist**

Illusionist Spells, Weapon Non-Familiarity

Weapons: Chose one skill from dagger, dart, oil, staff

Stress boxes: 1/3

## **Magic User**

Spells, Weapon Non-Familiarity

Weapons: Chose one skill from dagger, dart, oil, staff

Stress boxes: 1/3

## **Paladin**

Alignment Aspect: Lawful Good

Cure Disease, Detect Evil, Lay On Hands, No Hoarding, Protection From Evil, Weapon Familiarity

Weapons: Choose three skills at +1

Stress boxes: 3/1

## **Ranger**

Alert, Giant Bash, Goblin Bash, Good, Tracker, Weapon Familiarity

Weapons: Choose three skills at +1

Stress boxes: 2/2

## **Thief**

Backstab, Climb, Find Traps, Hide In Shadows, Move Quietly, Not Good, Open Locks, Pick Pockets, Read Languages, Thief Speak

Weapons: Choose two skills at +1 from club, dagger, dart, oil, sling, sword

Stress Physical/Mental: 2/2

Armour Limitation: Leather only

## STUNT LIST

Alert - Gain +1 on any actions involving Surprise

Assassination - If surprising an opponent an assassin may make an opposed action to Take Out the opponent immediately if the Assassination action succeeds.

Backstab - Gain an extra +2 on attack actions from the rear and double the weapon damage

Climb - Gain +5 to climb Actions

Cure Disease - Like the Cleric spell, once per week

Delverspeak - Understand the speech of other short underground dwellers

Detect Evil - When concentrating only, up to 3 zones away

Dirt Creaturespeak - Communicate with burrowy animals

Disguise - Gain +7 on Disguise actions

Druid Speak - Speak the secret druidic language

Engineering - Gain +1 to relevant actions about stonework and construction

Evil - Must have an Evil Alignment Aspect

Find Traps - Gain +2 to detect devices of dastardly danger

Giant Bash - Gain +1 to Attack actions against giant type creatures

Goblin Bash - Gain +1 to Attack actions against goblin type creatures

Goblin Speak - Understand the speech of goblin type creatures

Good - Must have a Good Alignment Aspect

Hide In Shadows - Gain +2 to Stealth actions if shadows are available

Infravision - Sight is unimpaired in very low light conditions

Lay On Hands - Heal one minor consequence per day

Mighty - Gain +1 on Strength actions

Move Quietly - Gain +2 to Stealth

No Hoarding - Greed is bad and makes you an ex-Paladin

Not Tired - Gain +6 to defend against Sleep and Charm spells

Not So Hot - Gain +2 to defend against Fire and Lightning

Not So Tired - Gain +2 to defend against Sleep and Charm spells

Offputting - Penalty of -1 to Charisma actions

Very Offputting - Penalty of -2 to Charisma actions

Open Locks - Gain +4 on actions to open locks or disarm traps

Neutral - Must have a Neutral Alignment Aspect

Not Good - Must not have a Good Alignment Aspect

Pick Pockets - Gain +4 on actions to nick stuff from people

Protection From Evil - Automatic, in a one zone radius

Puny - Penalty of -1 to Strength actions

Quick - Gain +1 on Dexterity actions

Read Languages - A thief may have some idea what an unknown language is

Secret Portal - Ability to notice hidden openings without consciously looking. Gain +1 to such actions when active searching.

Short and Missable - Gain +4 to defending against giant type creatures  
 Short but Hardy - Gain +4 to defending against magic and poison. Penalty of -2 to movement actions that require distance with speed.  
 Shortspeak - Goblin Speak and Delverspeak  
 String Hand - Gain +1 with a pulled bow  
 Shooter - Gain +3 with bows or slings  
 Surprise - Gain +1 to approach others with them unaware  
 Sword Wielder - Gain +1 with swords  
 Thief Speak - Speak the secret thieffy language  
 Tough - Gain +1 to Constitution actions  
 Tracker - Gain +6 on Rural tracking actions and +4 on Urban tracking actions  
 Turn Undead - With a successful Will action, they are made to run away  
 Unskilled Bash - Gain a bonus attack action against creatures with less than 3 stress boxes.  
 Weak - Penalty of -1 to Constitution actions  
 Weapon Familiarity - Penalty for using a non-familiar weapon is decreased by 2 ranks  
 Weapon Non-Familiarity - Penalty for using a non-familiar weapon is increased by 2 ranks  
 Weapon Specialisation - Use a proficiency slot to gain an extra attack every second round. Must use a second weapon. Use another for two a round.

## Equipment

Assume starting characters with no reason otherwise start with Resources -2 after acquiring the basic gear they need.

## Experience

At milestones, characters would advance as per AD&D levels, gaining spells, shifts in combat as AC target numbers improve, special abilities for the non-standard classes, etc. See your usual tomes for spell lists and abilities.

Example Character Sara

Rolls: -00+-+--, -000-++-, + -00+000, +-0-00+0, 00--0-+0, +00+-+ -

With a high enough Constitution she can be a dwarf, but classwise, she is stuck in jobs she doesn't like, the fate of many.

Sara, beer goddess follower  
 Doesn't like drinking or fighting  
 Dwarf  
 Cleric/Fighter

Chaotic Good

STR -1

DEX 0

CON +2

INT 0

WIS -1

CHA +1

Stress: 3/2

Stunts: Delverspeak, Golbin Bash, Goblin Speak, Infravision, Offputting, Short and Missable, Short but Hardy, Shortspoke, Tough, Cleric Spells, Turn Undead, Weapon Familiarity, Weapon Specialisation (optional)

Weapons

Hammer +1, Dagger +1

Not liking to fight, so far she has only bothered to learn hammering and knifing by osmosis in taverns. Other slots open.

Gear

Religious focus is a small tankard. Uses chainmail armour and a small shield.

**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