

## Character creation example

New tabletop role-playing gamer Amy wants to create a character in *Runecairn*.

Amy starts by rolling on the female names table and gets **54, Lind**. Amy likes the sounds so decides to keep it.

Amy doesn't know much about Lind at this point, so she rolls on the character traits tables and gets the following results:

She's **brawny**, with **dark skin**, **braided hair**, and a **sharp face**. She's **eloquent**, **ambitious**, and **deceitful**.

Lind is starting to take shape in Amy's mind.

Amy rolls **3d6** four times and assigns the results to her abilities:

**STR** 9

**DEX** 10

**WIT** 14

**SPI** 16

With a Spirit of 16 Lind would make a good **skald**, so Amy chooses that starting class.

She switches her **DEX** and **WIT** scores to give her Skald more dexterity and ends up with these final abilities:

**STR** 9

**DEX** 14

**WIT** 10

**SPI** 16

Amy generates Lind's **Resilience (RES)** score next. She rolls a **d6** for Lind's **Vigour** and gets 3.

Amy then rolls a **d6** for **Vitality** and gets 4.

Adding the two rolls up, Lind the Skald has **7 Resilience**.

The Skald class starts with the following equipment:

- Runic focus (key item) (small)
- Reindeer hide armour (1 Defence)
- Leather hood (+1 Defence)
- Steel sword (d6)
- Saga: cure wounds or lightning spear (choose 1)
- Sacred waters
- Sacrificial bundle (small)

Her two pieces of armour (*reindeer hide* and *leather hood*) gives her a total **defence** of 2.

Her **key item** is a *runic focus*, which allows her to cast magic in the form of **sagas**. Amy has the choice of either a healing tale (**cure wounds**) or a tale of Thor the thunder god (**lightning spear**). She thinks that Lind would be a follower of Thor and takes lightning spear.

Lind wields a *steel sword* that does d6 damage and fills out the rest of her inventory with helpful items like *sacred waters* and a *sacrificial bundle*.

With her starting equipment stowed or worn, Lind has **5 free inventory** slots that she can use to **loot items**, **cast spells**, or **take reactions** in combat. None of her items are **bulky** so they only take up one slot each. **Small** items don't take up any space.

**Sagas** don't take up physical slots but instead take up space in Lind's mind as the tales are dense and elaborate.

Lind also has a flask filled with **Iðunn's mead**, which heals her injuries and helps to clear fatigue. She starts with **two sips** of mead.

Amy's now finished creating her new skald, Lind, who's equipped and ready to set off into a strange new world.

# RUNECAIRN

ANXITM



Lind the Skald

## RESILIENCE

9 / 9

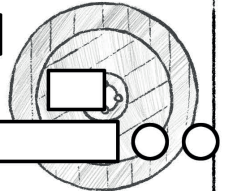
## SPEED DEF

40 2

VIGOUR 4

## SHIELD

VITALITY 5



## ARMOUR

2

Reindeer hide and leather hood

## KEY ITEM

Runic focus (small)

STR 9 / 9

DEX 14 / 14

WIT 10 / 10

SPI 16 / 16

## WEAPONS

## MEAD

Steel sword d6

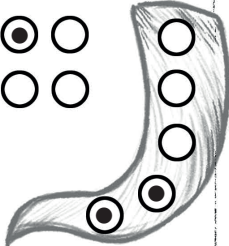
## SKILLS/SPELLS

Lightning knife d4

Shout

Lightning spear d8

Sunder d6



## CURSED

## FATIGUE §§§

## SOULS

DEPRIVED

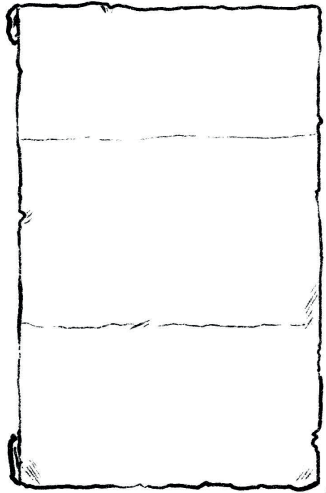
INVENTORY 5 / 10

Saga: lightning spear

Sacred waters

Sacrificial bundle (small)

## NOTES



## Combat example

*Lind the skald enters a darkened ruin, overgrown and ancient. The corridor leads north and figures are heard shuffling.*

**Amy:** I walk further down the corridor, *steel sword* in one hand and *runic focus* in the other.

**Warden:** Further down the ruin you see an armoured form wandering aimlessly. Its skin is decayed and drawn and it's holding a rusted spear. It's a **draugr** and it hasn't spotted you yet.

**Amy:** I'm going to run up and cut it down with my sword!

**Warden:** OK, you rush forward and slash at the undead warrior. Roll your damage.

*Amy rolls a 5 on her d6.*

**Warden:** The draugr has 1 **defence** from its armour so it takes 4 damage. The draugr turns and raises its spear to attack!

**Amy:** I gather my will and unleash the power of the gods through my voice! I shout NO!

*Choosing to use Lind's shout skill as a reaction to avoid the attack, Amy rolls a d20 and attempts to roll under her SPI of 16. She gets 5, a success!*

**Warden:** You emit a shockwave and knock the draugr off balance, deflecting the attack! Tick one **fatigue** for the shout.

*Amy does and she now has 4 slots left.*

**Amy:** This thing's not so tough. I strike out with my sword!

*Amy rolls a 4 on her d6 for the attack.*

**Warden:** The draugr takes 3 damage -- it's not looking very good! It snarls and thrusts its spear.

**Amy:** I'll take the hit since I've got

decent **defence**.

*The warden rolls a 5 on his d6 for damage. He subtracts Lind's defence rating of 2 from the damage.*

**Warden:** Oof! You take 3 points of damage.

**Amy:** Grr, that's it. I clutch the *runic focus* tightly and weave a tale of Thor the thunderer. **Lightning spear!**

*Amy rolls a d8 for damage for her spell and gets a 5. She marks another point of fatigue for the spell.*

**Warden:** **Magic** bypasses the draugr's armour therefore it takes full damage. Because the attack reduces its **RES** below 0, it takes the remaining 4 damage to its **STR**. The draugr now needs to make a **critical damage STR** save or die!

*The warden rolls 16 on a d20, failing to roll under the draugr's new STR score of 7.*

**Warden:** It crumples to the ground, a blackened husk from the lightning strike. You've defeated it!

**Amy:** Yes! Does the body have anything on it?

**Warden:** Before you can search, the spell you just cast draws the attention of another **draugr**. It shuffles out of the darkness, holding a rotted **shortbow**. Roll a **DEX** save to see if you can react quick enough to avoid it!

*Amy rolls a 16 on her d20. Failure, since her DEX is 14!*

**Warden:** You try to step back but aren't quick enough and the arrow strikes you in the arm.

*The warden rolls a d6 for damage and gets 4. He subtracts Lind's defence.*

**Warden:** You take 2 **damage**. A second draugr shambles out next to the first,

spear in hand. What do you do?

**Amy:** They're undead right? I throw my bottle of *sacred waters* at them!

*Amy rolls a d10 twice for damage, one for each draugr, and gets 9 and 4. Amy updates her character sheet to remove the sacred waters from her inventory, freeing up a slot.*

**Warden:** The bottle breaks on the first draugr's armour and splashes over them both for magic **blast** damage. The first takes 9 points, bringing it under 0 and reducing its **STR** by 1.

*The warden rolls a 1 on the draugr's critical damage save.*

**Warden:** A critical success! The first draugr is still up but at -1 RES. The second sizzles as it takes 4 points of damage. Both lurch forward, spears raised! Unless you avoid it, they'll hit with **damage advantage** since its two on one.

**Amy:** I grip the *runic focus* and scream a curse from the gods, using my **shout** to deflect the attacks.

*Amy makes a Spirit save by rolling a d20. A failure at 18! She ticks another fatigue.*

**Warden:** You struggle to remember the tale and the shout fails to deflect the attack.

*The warden rolls a d6 twice for the spear attacks and gets 6 and 6.*

**Warden:** Bad luck, a **dire strike**! One of the spears strikes your abdomen and the other pins you to the ground. You can't move for one turn.

*He subtracts Lind's defence.*

**Warden:** You take 10 damage.

**Amy:** I'm at -8!

**Warden:** You lose 8 points of **Strength**. Make a **critical damage** save to see if you stay on your feet!

*Amy rolls a d20, hoping to beat her newly reduced STR score of 1. Natural 20! A critical failure!*

**Warden:** You died! The draugr watches your lifeless body collapse to the ground and it slowly lurches away. The world fades to black...

...

... You awaken at a roaring bonfire. Your wounds are healed but you lose 1 point of **Vigour**.

*Amy marks her sheet, cursing her bad luck. She has 3 Vigour left. Her total Resilience is now reduced to 6.*

**Amy:** This means the draugr I killed are back alive – er, on their feet again, doesn't it?

**Warden:** That's right. But at least now you have a better idea what to expect.

*Amy furrows her brow and grips her pencil tighter.*

**Amy:** Let's do this!

