

PAGE ONE: SYSTEM RULES

What follows are both a system of rules and a setting for a roleplaying game: a game to be played by a number of players and a Game Master (GM), typically around a table. The system is a modified build of the *Fate* system.

CHARACTERS

Aspects

At a minimum every character should have a name and the following traits:

- **Race** / Species
- **Background** / History
- **Class** / High Concept
- **Goal** / Belief
- **Flaw** / Trouble

Each of these are known as an **aspect** -- a significant detail that makes a character unique and makes them matter in the setting. In addition to those above, a character may have any number of other aspect phrases. Aspects can be gained or lost during play whenever appropriate.

Aspect Points / Dice

Every character begins with 3 temporary aspect points, represented by a four-side die (i.e., 3d4). Aspect points can be awarded by the GM at any time.

Skills

Characters also have a number of **skills** which have a numeric rating from -2 (Terrible) to +8 (Legendary), with 0 (Mediocre) being the typical default, and 1-5 representing the usual range of a skilled person.

Players typically begin with 5-10 skill points to spend on increasing ranks for their skills. (The GM should decide the amount based on how veteran the characters should be.) Any skills that are specifically tied to the character's Class will gain +2 ranks for every point spent.

Other Traits

Characters should also have a few other traits:

- **Relationships**
- **Status**
- **Wealth**
- **Possessions**
- **Consequences**

These can either be written and used as aspects, or can just be notes - whichever is more appropriate. Consequences are painful aspects -- usually damage -- that are gained during play.

Individual relationships, status with a particular group, and sources of wealth can be given a numeric ranking, similar to skills. In this way, these traits can be rolled as skills or added to skill rolls wherever this makes sense. Consequences may have a negative value which is added to skills when they would be a hindrance.

ACTIONS



Taking Actions

During play, characters may take one of the following basic actions:

1. **Overcome** an obstacle
2. **Create an Advantage** by freely invoking an aspect
3. **Attack** another character to cause harm
4. **Defend** against attacks or advantages

To resolve an action, roll 4 Fate dice (aka. Fudge dice, 4dF) and add up results (-4 to +4, but typically between -2 and +2). Then add any skill rating to get the final total.

If an attack is successful, then the winning character gains one temporary **advantage point** over the defender. Once they get 3 such points, the defender will be damaged, and gain a detrimental consequence aspect.

Using Aspects

An aspect can be used in one of two ways:

Invoking - Spend an aspect point and roll 1d4; add the outcome to either your skill roll, another character's roll, or your passive defense.

Compelling - Player accepts a complication for their character and earns an aspect point ("You have ___ aspect in ___ situation, so it makes sense that *[bad thing/decision]* takes place.")

SYSTEM CREDITS

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SETTING INTRODUCTION

RuneStar is a setting that explores the often overlooked trope of **Dwarves in Space**. Imagine a vast area of the galaxy inhabited by a short, stern, bearded race of dwarves -- the same dwarves you've enjoyed in many other media. Imagine the adventures and misadventures that can be had in a universe where the dwarves are nomads, living and working aboard large, bulky, metallic and stone starships with rune-drives capable of ferrying them across light-years of space. This is the world of RuneStar.

History

The dwarves once lived on an idyllic planet, inhabited by other sentient races. The dwarven greed caused them to dig too deep in search of riches, accidentally triggering a collapse of the planet's core. Luckily they escaped the destruction of the world on specially constructed rune ships, and spread out into an area of the void known as the Dwarven Octant.

Life In The Void

Dwarves are now a space-faring race, but they live just as dwarves have always lived: they eat, drink, and play music, as much as they mine, smelt, construct, and hoard. Metals of all types remain the most precious resource - used for currency, repairing and expanding ships, and even as a supplement for dwarven diets. The more metal a ship collects, the happier the crew.

Gaining a wealth of metals out in the galactic void is no easy task, and life as a dwarf is filled with plenty of adventure and danger. Prospecting is risky and uncertain, and mining asteroids is grueling and incredibly dangerous. All while avoiding or fighting several other space-faring races. The most successful crews are able to do all of this, while gaining riches and glory. New dwarves will join an adventurous fleet that seems to be flourishing and can offer the best music, food and drink. Eventually successful ships are physically expanded, adding new rooms and new capabilities. Dwarves live for these adventures, and eagerly set off in hopes of wealth and glory!

RACES - Friendly & Unfriendly

Dwarves are the builders, miners, musicians, explorers, drinkers, explorers. **Hexamen** are a mechanical, intelligent race fashioned to accompany and serve dwarves. They have a wild sense of humor. **Kobbo** are small reptilian/gremlin humanoids; tricky and with shifting loyalties, but often allied with the dwarves. Kobbos usually fly half-broken, repurposed dwarven ships.

Archnoids are intelligent spiders who command deadly ships that have frightening stealth and trap technology. They are the primary enemy of the dwarves, and have fought long wars with them. **Pigmen** are short, ugly, and ruthless. They range from smaller pigletmen to larger boarmen, and prefer ships made of stone and earth, often made by adding a few tunnels and an engine onto a small asteroid. **The Treelder** are evil plantoid creatures who command ships made of a mix of dead, hardened woods and living trees and roots that deplete mineral resources.

CLASSES

Legionnaire (L) - defender, warrior, gunner

Navigator (N) - leader, pilot, diplomat

Etcher (E) - engineer, doctor, mystic; specializes in repairing both ships and people; *Special Skill*: deflect energy

Sunstorm (S) - exotic, chaotic wizards who absorb/release energy; cannot wear metal; *Special Skills*: absorb energy, release energy, direct energy bolt, flight/hover (near metal)

Metallurgeon (M) - miner, blacksmith, alchemist, cook

Pirate (P) - thief, acrobat, warrior, brewer

SKILL LIST

The full list of skills is:

Agriculture, Athletics (M,P), Armoring (L), Alchemy (M), Burglary (P), Blacksmithing/Smelting (M), Brewing (M,P), Crafting/Repair (M), Deceive, Diplomacy (N), Empathy (N), Engineering (L, E), Evasion/Dodge (P), Explosives (L), Fight (L), Gunnery (Brimstone/Bolt) (L,S), Healing (E), Investigation, Leadership/Oratory (N), Lore (E), Melee Weaponry (L,P), Music (P), Mindhelm, Mining (M), Navigation, Notice, Physique/Endurance (M), Piloting (N), Provoke/Intimidate (S), Ranged Weapon (L,E,P), Runeology (E), Sceptering (N), Stealth (P), Voidwalking (M,P), Weavology (N), Will

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CHARACTER SHEET

Name	Aspect Points	
	Skills	
Race	Agriculture	
	Athletics	
Background	Alchemy	
	Armoring	
Class	Burglary	
	Blacksmithing/Smelting	
Goal	Brewing	
	Crafting/Repair	
Flaw	Deceive	
	Diplomacy	
Other Aspects	Empathy	
	Engineering	
	Evasion/Dodge	
	Explosives	
	Fight	
Consequences	Gunnery (Brimstone/Bolt)	
	Healing	
	Investigation	
	Leadership/Oratory	
	Lore	
Relationships	Melee Weaponry	
	Music	
	Mindhelm	
Status	Mining	
	Navigation	
	Perception/Notice	
Wealth	Physique/Endurance	
	Piloting	
	Provoke/Intimidate	
Possessions	Ranged Weapon	
	Runeology	
	Sceptering	
Other	Stealth	
	Voidwalking	
	Weavology	
	Will	