RuneQuest

RuneQuest

Credits

Author & Game Design
Matthew Sprange

Game Developers
Greg Lynch, Ken Hite, Ian Belcher

Editor
Ian Belcher

Cover Art
Bob Cram & Dan Howard

RuneQuest Logo
Anne Stokes

Interior Illustrations
Eric Bergeron, Scott Clark, Alexandre Draude, Juan Manuel Espinosa, Ryan Horvath, Danilo Moretti, Tony Parker, Phil Renne, Chad Sergesketter

RPG Manager
Ian Belcher

Production Director
Alexander Fennell

Proofreading
Ron Bedison & Richard Ford

Special Thanks
Ian Barstow, Greg Stafford

Contents

Playtesters
Adrian Atkins, Harvey Barker, Mark Billanie, André Chabot, Mark Gedak, Jamie Godfrey, Daryl Guignon, Richard Haines, Robert Hall, Daniel Haslam, Brian Herrell, Mark Howe, Scott Hughes, Tony Higgins, Adrian Jones, Trevor Kerslake, Lev Lafayette, Lucas Mackay, Danny Maloney, Dave Marasco, Alan Marson, Alan Moore, Kevin Peterson, Steve Pettifer, Ray Regular, Matt Roberts, Daniel Scothorne, Mark Sizer, Sam Vail, Michael J Young, Tom Zunder and everyone at the RuneQuest Playtest Group

Copyright Information

INTRODUCTION

Greetings, and welcome to the latest version of *RuneQuest*, one of the most popular (and oldest!) roleplaying games written. For fans of the older editions of the game, welcome back!

The purpose of this rulebook is to provide the player with all the rules required to play *RuneQuest* in one handy place. With the help of this book, players will have all they need to create a character and begin preparing for adventure. An experienced Games Master will be able to use the character creation rules and monsters included in this book to begin creating adventures with which to challenge his players. There will be many other *RuneQuest* books available but this is the only one a player truly needs for the game.

Roleplaying Games

Roleplaying games are perhaps best described as a mixture of improvisational theatre and wargaming, or as a continuing, freeform novel. One of the participants, the Games Master, describes the scene and the other participants, the players, decide how their characters will react.

The Games Master, using the rules in this book as a guideline, decides what effect any actions undertaken by the Player Characters have. Mix in magic, mystery, monsters and mayhem, extend it for a few hours, and a *RuneQuest* game session is the result.

Open Game

RuneQuest is published under the Open Gaming Licence, allowing players and other publishers to produce original material based on this book, from rules supplements to entirely new settings. The full details of this license, how it works and what you can do to get your own material published can be found at www.mongoosepublishing.com.

The RuneQuest Rules

Though this is a new edition of the *RuneQuest* rules, veteran players will find much here that is familiar. There are still seven basic Characteristics, characters are still defined by skills and combat is a fast-paced assault on the senses with plenty of parrying and dodging of blows. However, the game has been updated and modified dramatically, simplifying and modernising it. Character creation involves less mathematics and combat involves nothing more than simple addition and subtraction, even when engaging multiple enemies.

Overall, a lot of design attention was focussed on the combat rules. The original combat rules written for previous editions of *RuneQuest* were extremely dynamic but could leave a player yearning for just a little simplicity. After all, combat should be fast and furious, not an exercise in mathematics. The Combat Round has changed, along with the rules for parrying and dodging, creating a very real experience of battle, where a player can 'feel' every axe blow his character swings, believe his character is desperately trying to parry a solid blow or dodging out of the way of a wickedly sharp sword. Even starting characters in this game can be competent warriors, adding to the raw feeling of *RuneQuest* as they attempt the greatest of heroic actions.

Glorantha... and Beyond

This rulebook contains the core rules for *RuneQuest* and little else. However, it tends to assume that the original gaming world for *RuneQuest*, Glorantha, will be used most of the time. Therefore, it includes a magic system suitable for Glorantha, monsters that are known to dwell there and so on. Players wishing to explore this rich and dynamic world should consider picking up the *Glorantha: The Second Age* sourcebook, a supplement to the *RuneQuest* rules that lays out the entire setting, providing a complete world for Games Masters and players to adventure through. Characters within Glorantha will have the opportunity to harness powerful magicks, join the greatest cults of the world and become true Runelords.

RuneQuest does not stop there, however. From the outset, these rules were designed to be suitable for a wide range of games, beyond even the glory of the classic *Glorantha* setting.

Playing RuneQuest

There are three traditions in *RuneQuest* that separate it from other fantasy roleplaying games:

Runes

A rune is an inscription or symbol cut into a hard surface such as wood or stone. It is imbued with magical power related to the shape and title of the rune. For example, a magical rune representing water would contain some of the energy of the weather, rivers and sea. Unlocking this power, however, requires great skill and study. While many people in Glorantha are capable of using simple incantations with weak runes, only the most powerful can harness the energies bound within the greatest of runes and then control the flow of magic to do their bidding. Such practitioners are known as Runelords and most players will aspire to become one.

Quests

A Quest is a long and lengthy journey of danger and discovery with a great goal awaiting the intrepid adventurer at the end. A Quest may take many forms, such as rescuing a kidnapped princess from enemies on the other side of the world, overthrowing a tyrant or discovering the secret of a long lost rune. Overall, a Quest should take great effort to complete and have great rewards at the end of it. A group of adventurers ridding a village of a few broo raiders is merely on an adventure. Those looking to rid an entire country of evil creatures are on a great Quest indeed.

Cults

Whether they are the cults of Glorantha, or the religions, schools of wizardry and universities of other settings, these organisations serve as support mechanisms for the players. Whether they are looking for hard to find magical secrets, rare items or protection from enemies, many find joining a cult to be immensely useful.

RuneQuest Conventions

In order to start playing *RuneQuest*, you will need a few things:

- ☒# This book.
- ☒# One or more friends.
- ☒# A character sheet photocopied from page 126 or downloaded free of charge from the Mongoose Publishing web site (www.mongoosepublishing.com).
- ☒# A pencil, eraser and spare paper.
- ☒# A full set of dice, including four-sided dice (D4), six-sided dice (D6), eight-sided dice (D8), ten-sided dice (D10), 12-sided dice (D12) and 20-sided dice (D20).
- ☒# Most importantly, imagination.

The vast majority of dice rolls in *RuneQuest* are done using percentile dice (referred to as 1D100 in the rules), generating a number between 01 and 100. To roll percentile dice, the player should simply roll two ten-sided dice, one representing the 'tens' and one representing the 'ones'. For instance, if the die representing the 'tens' comes up with a 4, and the die representing the 'ones' comes up with an 8, the percentile result is 48.

When rolling dice, the number before the 'D' indicates the number of dice that should be rolled and totalled. For instance, when instructed to roll 4D6, the player should roll four six-sided dice and total the result.

Sometimes the *RuneQuest* rules will call for a D3 to be rolled. Obviously, there is no such thing as a three-sided die! Instead, the player should roll 1D6 and treat the result as follows: one or two = 1, three or four = 2 and five or six = 3.

Sometimes the *RuneQuest* rules will call for a D2 to be rolled. To do this, roll 1D6 and treat the result as follows: one, two or three = 1, four, five or six = 2.

RuneQuest players will also occasionally need to divide numbers in half, or find the average of two numbers. Unless explicitly stated otherwise, all fractions in *RuneQuest* are rounded down.

CREATING AN ADVENTURER

Every player takes on the role of a single character in *RuneQuest*. All characters controlled by players are Player Characters, adventurers and heroes who travel the world to right wrongs and pursue their own glorious goals. This is what sets them apart from common folk, the peasants, shop keepers, farmers and nobles of the land. The life of an adventurer is extremely dangerous but the rewards can be without equal.

The character creation rules detailed in this chapter are very open-ended, allowing players to customise a character to suit them perfectly – will the character be a strong and noble warrior, a devious and scheming sorcerer or a nimble and clever thief? When it comes to creating a character in *RuneQuest*, players are limited only by their own imaginations, and should carefully consider what kind of character they want to play before proceeding. If the Player Character is successful in his adventures, the player may end up playing the character for a very long time.

Character Creation Checklist

Follow this checklist when creating a new character in *RuneQuest*. Each step is covered in more detail later in this chapter. Players will need a character sheet (one can be found on page 126), filling in the appropriate areas as they go to build a complete record of the character. All basic characters in *RuneQuest* are human, though the Creatures chapter provides rules for playing nonhuman characters. Use the following process to create a *RuneQuest* character:

1. Determine the character's Characteristics. See page 5.
2. Determine the character's Attributes. See page 5.
3. Determine the character's Basic skill scores. See page 6.
4. Determine the character's Previous Experience. See page 7.
5. Determine the character's General Information. See page 14.
6. Outfit the character with Starting Equipment. See page 14.

Part One – Characteristics

All characters and creatures in *RuneQuest* have seven Characteristics that define almost everything they are, from raw capabilities to affinity for certain skills and strengths in battle. These Characteristics are as follows and usually range in score somewhere from 3 to 18. A Characteristic score over 21 is superhuman.

Strength (STR): A character's brute force, Strength affects the amount of damage he deals, what weapons he can wield effectively, how much he can lift and so on.

Constitution (CON): A measure of the character's health, Constitution affects how much damage he can sustain in combat, as well as his general resistance to disease and other illnesses.

Dexterity (DEX): A character's agility, co-ordination and speed, Dexterity aids him in many physical actions, including combat.

Size (SIZ): This is an indication of the character's mass and, like Strength and Constitution, can affect the amount of damage a character can deal and how well he can absorb damage. Unlike most other Characteristics, a high score in Size is not always an advantage. While a large character can take more damage, a small character will have a much easier time when sneaking around in the shadows.

Intelligence (INT): A character's ability to think around problems, analyse information and memorise instructions. It is a very useful Characteristic for characters interested in becoming accomplished spellcasters.

Power (POW): Perhaps the most abstract Characteristic, Power is a measure of the character's life force and his personal strength of will.

Charisma (CHA): This quantifies a character's attractiveness and leadership qualities.

Determining Characteristics

Players will need a number of six-sided dice to generate their characters' Characteristics. There are two different methods for generating Characteristics, depending on the Characteristic. INT and SIZ are given a higher base number to leave room for animal-level intelligence and creatures whose adult forms are naturally smaller than humans. Roll the following dice to determine an adventurer's Characteristics:

Strength (STR): Roll 4D6, drop the lowest die and total the remaining dice.

Constitution (CON): Roll 4D6, drop the lowest die and total the remaining dice.

Dexterity (DEX): Roll 4D6, drop the lowest die and total the remaining dice.

Size (SIZ): Roll 3D6, drop the lowest die and total the remaining dice. Add 6 to the result.

Intelligence (INT): Roll 3D6, drop the lowest die and total the remaining dice. Add 6 to the result.

Power (POW): Roll 4D6, drop the lowest die and total the remaining dice.

Charisma (CHA): Roll 4D6, drop the lowest die and total the remaining dice.

The Games Master may also allow players to assign their rolls to specific Characteristics, so that a player who wants to play a burly warrior can swap a rolled 15 from CHA to STR, for example. Players should not be allowed to move rolls from INT or SIZ to any of the other five Characteristics, however.

Part Two – Attributes

These are a set of secondary scores that define exactly what the character is capable of. Instead of being generated randomly, Attributes are derived from various Characteristics. These Attributes are as follows:

Combat Actions (CA): This is the number of actions a character can perform in each Combat Round. This is based on the character's DEX, as determined on the Combat Actions table.

Combat Actions

DEX	Combat Actions
6 or less	1
7–12	2
13–18	3
19 or more	4

Damage Modifier (DM): Bigger, stronger characters hit harder. The Damage Modifier applies whenever the character uses a melee or thrown weapon. Total the character's STR and SIZ and then consult the Damage Modifier table.

Damage Modifier

Total of STR and SIZ	Damage Modifier
1–5	–1D8
6–10	–1D6
11–15	–1D4
16–20	–1D2
21–25	+0
26–30	+1D2
31–35	+1D4
36–40	+1D6
41–45	+1D8
46–50	+1D10
51–60	+1D12
61–70	+2D6
71–80	+2D8
81–90	+2D10
91–100	+2D12

Hit Points

Location	Total of SIZ and CON								
	1–5	6–10	11–15	16–20	21–25	26–30	31–35	36–40	+5
Each Leg	1	2	3	4	5	6	7	8	+1
Abdomen	2	3	4	5	6	7	8	9	+1
Chest	3	4	5	6	7	8	9	10	+1
Each Arm	1	1	2	3	4	5	6	7	+1
Head	1	2	3	4	5	6	7	8	+1

Hit Points (HP): These determine how much damage the character can sustain before reaching unconsciousness or death. Hit points are located in certain areas of the character's body, representing exactly how much damage he can sustain.

To determine the character's hit points, add his SIZ and CON together. Compare this total on the Hit Points table in order to determine how many hit points each hit location of the character has.

Magic Points (MP): These are used to activate any spells the character knows. The character's starting Magic Points will be equal to the character's POW.

Strike Rank (SR): This determines how quickly the character acts in combat. Strike Rank is determined by adding together the character's INT and DEX, and halving the result.

Part Three – Basic Skills

Every character has a range of Basic skills that allows him to perform a variety of actions with varying degrees of expertise. These skills are detailed more fully in the Skills chapter. At this point of character creation, players will only need to know the base values of each Basic skill.

Each Basic skill is set by the total of one or more Characteristics. Some skills will also suffer a penalty from other Characteristics. For example, the Stealth skill benefits from a high DEX, but a high SIZ will hinder any attempt to be stealthy.

The Starting Skills table lists all the Basic skills every character possesses and the Characteristics used to determine the skill's base score. If a Characteristic is listed as a penalty, deduct it from the skill's base score.

Starting Skills

Basic Skills	Bonus	Penalty
Acrobatics	DEX	
Athletics	STR+DEX	
Boating	STR	
Dodge	10+DEX	–SIZ
Driving	10+POW	
Evaluate	INT	
First Aid	INT	
Influence	10+CHA	
Lore (Animal)	INT	
Lore (Plant)	INT	
Lore (World)	INT	
Perception	INT+POW	
Persistence	10+POW	
Resilience	CON+POW	
Riding	DEX+POW	
Sing	CHA	
Sleight	DEX	
Stealth	10+DEX	–SIZ
Throwing	DEX	
Unarmed	STR	
Weapon Skills	Bonus	Penalty
All Close Combat	STR+DEX	
All Ranged	DEX	

Note that Weapon skills (both close combat and ranged) are actually a wide range of separate skills used with different weaponry. The base score generated from the Starting Skills table is applied to all of them.

There is also a selection of Advanced skills, such as Martial Arts and Shiphandling, with which characters do not have a natural ability. Instead, they must be trained in them. Players will have a chance to add Advanced skills to the character later in the character creation process.

Part Four – Previous Experience

The character did not exist in a vacuum before the player started generating his Characteristics and other scores, nor did he just suddenly pop into existence. The character had a life before he decided to start adventuring and picked up various kinds of skills and knowledge, depending on where he came from and what he was doing.

There are three stages involved in determining the character's previous experience. First the player must pick the character's **cultural background**, which is a reflection of the kind of cultural upbringing he had. This provides certain starting skill bonuses that reflect this upbringing.

Second, the player must pick a **profession** and gain further associated skills with that profession. The list of professions provided is considered appropriate to an adventurer. It is entirely possible an adventurer might be

a tailor, rather than a sailor, but the appropriate skills for that kind of profession will have to be determined between the player and Games Master.

Thirdly, the player spends the character's **free skill points**. These represent the remainder of a character's experience outside of his upbringing and profession.

Barbarian

Expanding Cultural Backgrounds & Professions

The backgrounds and professions presented here represent just a few basic options available to characters and can be used in any fantasy setting. Following *RuneQuest* supplements will add many more, allowing players to create characters from all walks of life.

Games Masters looking to create their own settings and worlds can be very specific when creating backgrounds and professions for new characters. You need not be as generic as those listed here and could create, for example, a different background for every nation in the world. You could then, in turn, tailor specific professions to reflect the different cultures of these nations.

Peasant, Townsman and Noble

Cultural Background

The player is free to choose the background the character comes from (with Games Master approval), which determines skill bonuses, starting money and which Advanced skills are available. The backgrounds available are listed here:

Barbarian: Tribal in nature, barbarians tend to shun civilisation, viewing those who live in towns and cities as weak and corrupt. They are much closer to nature and live as one with the land, hunting and tending to their farms far out in the wilderness. Most are at least adept in the use of weaponry as they must face many dangers throughout their lives. Many are nomadic and have extensive boating or animal handling/riding skills.

Peasant: Regarded as the lowest of the low by barbarians (who see them as weak) and townsmen or nobles (who see them as backward and poor), peasants make up the majority of people who do not live in cities. They are largely self-sufficient, tending farms or trading on their craft skills. Note that these are peasants, not serfs. They own their land or businesses; they are not slaves.

Townsman: These characters have spent the majority of their time in a well-structured settlement, be it a mighty city or quiet market town. They are likely to have at least a little skill in weaponry from being members of the local militia, but have much less use for combat than someone who has lived in the wilds.

Noble: Privileged in almost every way, nobles command wealth and are usually well educated. The riches that

Cultural Background

Background	Basic Skill Bonuses	Advanced Skills	Starting Money
Barbarian	Athletics +10% Perception +5% Resilience +10% Stealth +5% Pick Two +5% Boating, Lore (Animal), Lore (Plant), Riding Pick Three +10% 1H Axe, 1H Hammer, 2H Axe, 2H Hammer, Blowgun, Bow, Dagger, Shield, Sling, Spear, Staff, Throwing, Unarmed	Language (Native) +50% Lore (Regional) Survival Pick One Craft Dance Lore Play Instrument Tracking	4D6x20 silver
Peasant	Athletics +5% Lore (Animal) +10% Lore (Plant) +10% Resilience +5% Pick Two +10% Boating, Dodge, Driving, First Aid, Persistence Pick Two +10% 1H Axe, 1H Flail, 1H Hammer, 2H Axe, Dagger, Sling, Spear, Staff, Unarmed	Language (Native) +50% Lore (Regional) Pick Two Craft Dance Lore Play Instrument Survival	4D6x25 silver
Townsman	Evaluate +10% Influence +10% Lore (World) +10% Pick Two +10% Boating, Driving, Persistence, Resilience, Sleight, Stealth Pick Two +10% 1H Hammer, 1H Sword, Dagger, Crossbow, Polearm, Shield	Language (Native) +50% Lore (Regional) Streetwise Pick One Craft Dance Language Lore Play Instrument Shiphandling	4D6x50 silver
Noble	Influence +10% Lore (World) +10% Persistence +10% Pick Two +5% Evaluate, Dodge, Perception, Riding Pick Two +15% 1H Sword, 2H Sword, Dagger, Rapier, Shield	Language (Native) +50% Lore (Regional) Pick Two Craft Dance Language Lore Play Instrument Shiphandling	4D10x100 silver

The Rune of LAW

come from the life of the noble are a lot to lose, however, and few make the leap into becoming adventurers. Those that do are often running away from a disgrace in their social lives or have something to prove.

The Cultural Background table on page 9 shows all the various bonuses each background bestows on a character. Basic Skill Bonuses are added straight onto the character's Basic skill scores.

Advanced skills start at their base Characteristic score, plus any indicated bonus.

Professions

The following are professions that an adventurer might be expected to perform before becoming an adventurer. The Professions table shows all the various bonuses each profession bestows on a character. Basic Skill Bonuses are added straight onto the character's Basic skill scores.

Professions

Profession	Cultural Background	Basic Skill Bonuses	Advanced Skills
Acrobat	Barbarian, Peasant	Acrobatics +10%, Athletics +10%, Dodge +10%, Throwing +10%, Sleight +10%	
Alchemist	Townsman	Evaluate +10%, First Aid +10%, Lore (Plant) +10%	Lore (Alchemy), Runecasting[1]
Animal Trainer	Barbarian, Peasant	Driving +5%, First Aid +5%, Lore (Animal) +20%, Persistence +10%, Resilience +5%, Riding +5%	
Bard	Barbarian, Peasant, Townsman	Influence +10%, Lore (World) +10%, Perception +5%, Sing +10%, Sleight +5%	Pick One Dance, Play Instrument, Language, Lore
Blacksmith	Barbarian, Peasant, Townsman	1H Hammer +10%, Evaluate +5%, Resilience +5%	Craft (Blacksmith), Lore (Mineral) Pick One Engineering, Mechanisms, Craft (Armourer), Craft (Weaponsmith)
Courtier	Townsman, Noble	Influence +15%, Lore (World) +5%, Perception +5%, Sleight +5%	Dance Pick One Lore (Art), Lore (Heraldry), Lore (Philosophy), Lore (Regional), Play Instrument

[1] This is a Magical skill. Choose one of the following: Metal, Motion, Plant or Stasis. The character has integrated that rune and has that rune's Runecasting skill. See the Magic chapter for more details.

Profession	Cultural Background	Basic Skill Bonuses	Advanced Skills
Craftsman	Barbarian, Peasant, Townsman	Evaluate +20%, Influence +5%, Persistence +5%	Craft Pick One Craft (other), Engineering, Mechanisms
Diplomat	Townsman, Noble	Influence +20%, Lore (World) +10%, Perception +10%	Pick One Dance, Language, Lore, Play Instrument
Explorer	Barbarian, Noble	Lore (World) +20%, Perception +5%, Resilience +5%	Pick Two Language, Lore (Astronomy), Lore (Geography), Shiphandling, Survival
Farmer	Barbarian, Peasant	Athletics +5%, Driving +5%, Lore (Animal) +15%, Lore (Plant) +15%, Resilience +10%	
Fisherman	Barbarian, Peasant	Athletics +5%, Boating +20%, Lore (Animal) +5%, Resilience +10%, Throwing +10%	
Herdsman	Barbarian, Peasant	First Aid +5%, Lore (Animal) +20%, Resilience +5%, Sling +10%	Survival
Hunter	Barbarian, Peasant	Bow +5%, Lore (Animal) +10%, Spear +5%, Stealth +10%	Survival, Tracking
Lord	Noble	1H Sword +10%, Influence +20%, Persistence +10%, Riding +10%	
Mercenary	Barbarian, Peasant, Townsman	Lore (World) +10% Pick Two 1H Axe +15%, 1H Flail +15%, 1H Hammer +15%, 1H Sword +15%, 2H Axe +15%, 2H Flail +15%, 2H Hammer +15%, 2H Sword +15%, Bow +15%, Crossbow +15%, Polearm +15%, Shield +15% Pick Two Athletics +5%, Dagger +5%, Dodge +5%, Driving +5%, Evaluate +5%, Resilience +5%, Riding +5%, Unarmed +5%	
Merchant	Townsman	Evaluate +20%, Influence +10%, Lore (World) +10%	Pick One Language, Lore (Logistics), Shiphandling
Militiaman	Peasant, Townsman	1H Axe +5%, Athletics +10%, Dodge +5%, Resilience +5%, Shield +10%, Spear +10%, Unarmed +5%	
Miner	Peasant	1H Hammer +10%, 2H Hammer +10%, Athletics +10%, Resilience +10%	Lore (Mineral)
Physician	Townsman, Noble	Evaluate +5%, First Aid +20%, Lore (Plant) +10%, Perception +5%	Healing

Professions (continued)

Profession	Cultural Background	Basic Skill Bonuses	Advanced Skills
Priest	Peasant, Townsman	Influence +15%, Lore (World) +5%, Persistence +10%	Lore (Theology), Runecasting[2]
Sailor	Peasant, Townsman	Acrobatics +10%, Athletics +10%, Boating +10%, Lore (World) +5%, Resilience +5%	Shiphandling
Scholar	Townsman, Noble	Evaluate +5%, Lore (World) +5%, Persistence +10%	Lore Pick Two Engineering, Healing, Language, Lore (other), Mechanisms
Shaman	Barbarian	First Aid +5%, Influence +10%, Lore (Animal) +5%, Lore (Plant) +5%, Persistence +5%	Runecasting[3] Pick One Healing, Lore, Runecasting (other)[3], Survival
Soldier	Barbarian, Peasant, Townsman, Noble	Dodge +5%, Lore (World) +5%, Resilience +5%, Unarmed +5% Pick Three 1H Axe +10%, 1H Flail +10%, 1H Hammer +10%, 1H Sword +10%, 2H Axe +10%, 2H Flail +10%, 2H Hammer +10%, 2H Sword +10%, Athletics +10%, Bow +10%, Crossbow +10%, Dagger +10%, Driving +10%, Polearm +10%, Riding +10%, Shield +10%, Sling +10%, Spear +10%	
Spy	Townsman, Noble	Acrobatics +5%, Dodge +5%, Influence +5%, Perception +5%, Persistence +5%, Lore (World) +5%, Sleight +5%, Stealth +5%	Pick One Disguise, Language, Tracking
Thief	Barbarian, Peasant, Townsman	Acrobatics +5%, Evaluate +5%, Perception +10%, Sleight +10%, Stealth +10%	Pick One Disguise, Mechanisms, Streetwise
Town Guard	Townsman	1H Hammer +5%, Athletics +5%, Crossbow +5%, Perception +5%, Polearm +10%, Shield +10%	Streetwise
Tracker	Barbarian, Peasant	1H Sword +5%, Perception +5%, Lore (World) +10%	Lore (Regional), Survival, Tracking

[2] This is a Magical skill. Choose one of the following: Communication, Law, Man or Spirit. The character has integrated that rune and has that rune's Runecasting skill. See the Magic chapter for more details.

[3] This is a Magical skill. Choose one of the following: Beast, Earth, Man or Spirit. The character has integrated that rune and has that rune's Runecasting skill. See the Magic chapter for more details.

Professions (continued)

Profession	Cultural Background	Basic Skill Bonuses	Advanced Skills
Witch	Barbarian, Peasant	First Aid +5%, Lore (Animal) +5%, Lore (Plant) +10%	Runecasting[4] Pick Two Healing, Lore, Runecasting (other)[4], Survival
Wizard	Townsman, Noble	Evaluate +5%, Lore (World) +5%, Persistence +10%	Runecasting[5], Runecasting (other)[5] Pick One Language, Lore, Runecasting (other)[5]
Woodsman	Barbarian, Peasant	1H Axe +5%, 2H Axe +10%, Athletics +10%, Lore (Plant) +10%, Resilience +5%	Survival

[4] This is a Magical skill. Choose one of the following: Fertility, Luck, Moon or Shadow. The character has integrated that rune and has that rune's Runecasting skill. See the Magic chapter for more details.

[5] This is a Magical skill. Choose one of the following: Air, Cold, Earth, Fire, Heat or Water. The character has integrated that rune and has that rune's Runecasting skill. See the Magic chapter for more details.

In order to pick a particular profession, the character should be of a relevant background. Relevant cultural backgrounds are listed in the Professions table. The Games Master may make allowances for characters who wish to play banned combinations – such as a peasant wizard – at his own discretion.

Advanced skills start at their base Characteristic score. If the character already possesses the indicated Advanced skill, they instead gain a +10% bonus to that skill.

If a Profession indicates that a character starts play with the Runecasting skill, that character knows one spell per Runecasting skill known. Spells known must be relevant to the runes the character has integrated. See page 68 for a list of Rune Magic spells.

Free Skill Points

Now comes the final stage of the character's previous experience. Every *RuneQuest* character receives 100 additional skill points. The player can add these free skill points to his skills in the following ways:

⊠#   Add to a Basic or Weapon skill score.

⊠#   Add to an Advanced skill score, as long as the character already possesses the skill.

⊠#   Purchase an Advanced skill. This costs 10 free skill points and the Advanced skill starts at its basic Characteristic-derived score.

Important Note: No single skill can benefit from more than 30 free skill points. This means that an Advanced skill purchased with free skill points cannot be increased by more than 20 points.

Runecasting

The Magical skill of Runecasting may not be purchased with free skill points. At the Games Master's discretion, players of characters whose profession grants them Runecasting may add free skill points to increase a Runecasting skill acquired through a character's Profession, but a new one may not be purchased with free skill points.

Part Five – General Information

Now that the character's base Characteristics have been worked out, measuring how fast or strong he is, and how capable he is at certain tasks, it is time to finish rounding him out with a few general details.

Movement: This is the normal distance a character can move in one Combat Action. Human characters have a Movement of 4 metres (4m).

Hero Points: As well as being handy with a sword or clambering up a sheer rock face, there is one other thing that separates adventurers from common folk – Hero Points. Every character starts with two Hero Points which can be expended later to accomplish seemingly impossible acts. The full rules for Hero Points are detailed on page 59.

Age: A Player Character begins the game as a young adult. His starting age is dependant on which race he belongs to as some races have longer or shorter periods of adolescence than others. For the purposes of this book, however, it is assumed all Player Characters are human. Humans are often considered adults at age 15 and the character may start out at any age between 15 and 30. The upcoming *RuneQuest Companion* will have rules for playing nonhumans as Player Characters.

The Rune of MAN

Appearance: Appearance can be as detailed as a full character portrait to a brief, one-line description. Details tend to fill themselves in over time, as the character gains scars and equipment, but it is recommended that a player comes up with at least a one-line description of his character. If nothing else, it will help others visualise him as he performs his heroic *RuneQuest* deeds.

The Character's Personality

Just as it is a good idea to have a rough description of your character, it is also a good idea to make some basic decisions about his attitude and demeanour. Is he a classic hero or a troubled protagonist? Does he enjoy what he does or is he looking to escape? Is he violent or does he look for peaceful solutions to problems? It is not necessary to detail every nuance – a broad idea of the character's personality is enough.

Once the character's basic personality is worked out, the player can begin thinking about his history, where he grew up, what family he has and what his hopes and dreams are. These may simply be notes on the back of the character sheet or the player can go further, producing a short history describing the character in detail.

These notes will help with roleplaying the character during adventures as the player can quickly consult them when wondering how the character will respond to any given situation. The Games Master may also find them useful when preparing adventures – if the character has a dark nemesis in his past, this nemesis may resurface in the future, giving the character the opportunity to defeat him once and for all.

Part Six – Purchase Equipment

All that is left now is to buy starting equipment for the character using his life savings generated in Part Four (according to his cultural background). Complete lists of equipment can be found in the Equipment chapter. The character may purchase whatever he wishes for the listed price, using the money generated from his cultural background. The Games Master may veto the purchase of particular items, dependent on his planned campaign.

Once clothed and equipped for the adventuring life, the character can begin his first adventure...

Example of Character Creation

Matt is starting up a *RuneQuest* campaign. He has already decided that it will involve tales that evoke the sweeping majesty of nature and the encroaching darkness of civilisation. There will be all the favourite elements of *RuneQuest*; insidious cults pulling the Player Characters' strings, epic Quests in search of mysterious runes and lots of battles, skirmishes, raids and general violence.

Matt has three players: Ted, Ally and Dawn. All three players will need to create characters in order to play Matt's *RuneQuest* campaign. Dawn opts to play a noble diplomat, while Ally decides on a town-born mercenary.

Ted's character choices are detailed here, but for a full character sheet, see page 128. Ted does not have any pre-existent ideas about his *RuneQuest* character, so Ted determines his Characteristics, the basic traits of his character, before making any decisions about his background:

Strength: Ted rolls 4d6 and gets 6, 4, 3 and 2. He drops the lowest die (2) and totals the remainder, for a STR of 13.
Constitution: Ted rolls 4d6 and gets 5, 2, 2 and 1. He drops the lowest die (1) and totals the remainder, for a CON of 9.
Dexterity: Ted rolls 4d6 and gets 5, 4, 2 and 1. He drops the lowest die (1) and totals the remainder, for a DEX of 11.
Size: Ted rolls 3d6 and gets 6, 6 and 5. He drops the lowest die (5) and totals the remainder. He then adds six to get his final SIZ of 18.
Intelligence: Ted rolls 3d6 and gets 5, 4 and 2. He drops the lowest die (2) and totals the remainder. He then adds six to get his final INT of 15.
Power: Ted rolls 4d6 and gets 6, 6, 5 and 4. He drops the lowest die (4) and totals the remainder, for a POW of 17.
Charisma: Ted rolls 4d6 and gets 6, 5, 3 and 3. He drops one of the lowest dice (a 3) and totals the remainder, for a CHA of 14.

These Characteristics determine Ted's character's Attributes. His DEX of 11 grants him 2 Combat Actions every Combat Round and his combined STR+SIZ of 31 granst him a Damager Modifier of +1D4. His STR+CON of 22 grants him 6 hit points in each Leg, 7 hit points in the Abdomen, 8 hit points in the Chest, 5 hit points in each Arm and 6 hit points in the Head. He has Magic Points equal to his POW (17) and a Strike Rank equal to the total of his INT+DEX, halved (+13).

These Characteristics also determine Ted's character's Basic skill scores. He starts with Acrobatics 11%, Athletics 24%, Boating 13%, Dodge 3%, Driving 27%, Evaluate 15%, First Aid 15%, Influence 24%, Lore (Animal) 15%, Lore (Plant) 15%, Lore (World) 15%, Perception 32%, Persistence 27%, Resilience 26%, Riding 28%, Sing 14%, Sleight 11%, Stealth 3%, Throwing 11%, Unarmed 13%. The character also has a basic score of 11% in all Ranged Weapon skills and 24% in all Close Combat Weapon skills.

Realising that Matt would like to focus on the wilderness as much as city life, Ted chooses to come from a barbarian cultural background. This boosts his Athletics to 34%, Perception to 37%, Resilience to 36% and Stealth to 8%. Ted also chooses to boost his character's Lore (Animal) and Lore (Plant) skills by 5% (to a total of 20% for each) and his Bow, 1H Axe and Unarmed skills by 10% (to totals of 21%, 34% and 23%, respectively). The character's cultural background also grants hims the Advanced skills of Language (his native tongue) 65%, Lore (his native region) 15% and Survival 32%. He also picks Tracking (with a basic score of 15%) as an additional Advanced skill.

Example of Character Creation

Now Ted faces the choice of his character's starting profession. Seeing that neither of his fellow players has any starting magical ability, he decides to play a shaman, a spiritual leader of his tribe. This boosts his First Aid to 20%, Influence to 34%, Lore (Animal) and Lore (Plant) to 25% and Persistence to 32%. The character's profession also grants hims the Magical skill of Runecasting. He also picks Healing (with a basic score of 32%) as an additional Advanced skill.

The Runecasting skill requires the character to have integrated a particular rune – as a shaman, Ted can choose from Beast, Earth, Man or Spirit. Ted opts for Spirit, seeing the character as a medium between the ancestral spirit world and the living tribe. As the character is automatically integrated, no Persistence test is necessary but the character does lose one point of Power (see page 63), reducing him to POW 16. This loss in POW also reduces all of the character's POW-derived Attributes and skills. Magic Points drop to 16 and the character's Driving, Healing. Perception, Persistence, Resilience, Riding and Survival skills all drop by 1%.

In return, Ted's character gains the Runecasting (Spirit) skill at a basic score of 30% (his CHA+POW). He also gains the runic power of Spirit, which penalises attempts by others to resist or counter his spells when they target spirits. Ted then gets to choose a single spell which uses the Spirit rune – his character will know this spell already. Ted selects the spell Second Sight (see page 77), as it will enable the shaman to see invisible spirits and detect hidden or concealed items or people.

With his profession now determined, Ted must spend his character's 100 free skill points. Ted's first thoughts are to flesh out the character's shamanistic roll and he therefore buys the Advanced skills of Dance at a basic score of 11% and Lore (Theology) at a basic score of 15%. This costs 20 free skill points in all.

He then chooses to boost a number of skills he thinks will be useful to his character. First Aid, Healing, Influence, Persistence, Runecasting (Spirit), Survival and Stealth all gain a +8% bonus, for a total of 56 free skill points.

With only 24 free skill points remaining, Ted chooses to pay attention to his shaman's meagre Weapon skills. He chooses to invest 20 points in the Shield skill (boosting this skill to 44%) and the remaining 4% falls into 1H Axe (boosting it to 38%).

With all his Characteristics, Attributes and skills now determined, Ted turns to his shaman's general information. As a human, he has a Movement of 4 metres (4m) and two Hero Points. Ted decides that the shaman is quite young (17 years old) and is called Orfil Duskwalker, though his tribal name is 'Prints', named after his habit of painting handprints onto his clothes and armour, as he believes that they help him talk to the spirits. Prints is a sociable young shaman who yearns to learn more about the wider world, not just the rolling plains of his homeland. His curiosity about the nature and spirits of other lands is what has led him to the life of an adventurer, though it pains him to be away from his tribe, the Gunshak, for long.

Lastly, Ted purchases Prints' equipment. As a barbarian, Prints rolls 4D6, getting 6, 6, 3 and 3. He totals these dice (18) and then multiplies the result by 20 – Ted has 360 silver pieces to spend on Prints' starting equipment.

Deciding to deal with weaponry and armour first, Ted buys Prints a hatchet (25 SP), a target shield (150 SP) and leather trews (100 SP); this last item imparts a –2 Skill Penalty to most Dex-based skill tests. He then gets some basic adventuring gear for Prints; a backpack (5 SP), bedroll (1 SP), a first aid kit (25 SP), 10 metres of rope (10 SP), two torches (8 CP) and a waterskin (5 CP). This spending spree reduces Prints' funds to 42 silver pieces and 7 copper pennies. Ted would love to buy Prints a bow or healer's kit, but does not have the funds as yet. Ted and his character Prints are now ready for Matt's *RuneQuest* campaign!

SKILLS

Characteristics and Attributes define a character in terms of what he is – how strong, how fast, how much damage he deals with a well-aimed blow, and so on. Skills define what a character can actually *do*. Ranging from how well a character can sneak past a guard and how well he can sculpt a statue, to his expertise in a sword. Skills quantify just how good a character is at specific tasks.

Skill Tests

The skills of a starting character are based on various Characteristics and how many extra points a player puts into them, as shown in the Creating an Adventurer chapter. These skills can then be later increased as the character gains experience, as described in the Improving Adventurers chapter.

Skills tests are only made when there is a chance of a character actually failing at a task. If the task being attempted is an everyday event any character can succeed at without too much difficulty (such as climbing a tree with plenty of low branches or swimming across a calm pond), then there is no need to make a skill test – the attempt will automatically succeed.

If the Games Master judges a skill test is necessary, simply roll D100 and compare this to the relevant skill's score. If the dice roll is equal to or less than the skill's score, the attempt is successful. If the total is greater than the skill's score, then it has failed.

The skill descriptions later in this chapter will give further information on what situations to use which skills in.

Choosing a Skill

Nearly every situation a character will come up against in *RuneQuest* has a skill (or skills) that relate to it. It is usually very easy to determine which skill should be used in a specific situation. For instance, leaping a chasm is naturally an Athletics Skill test, while fighting off the effects of a poison is a Resilience Skill test.

Sometimes though, a character will attempt an act that does not fall precisely under a specific skill's auspices. In this case, the Games Master decides which skill should be used to represent facility in that area.

For Example: Ruma is attempting to calm down an irate wild boar. There is no 'animal taming' skill, so the Games Master determines that this is a facet of the Lore (Animal) Skill. Ruma must succeed at a Lore (Animal) Skill test in order to calm the boar down.

Defaulting from an Advanced Skill

Note that while everyone has some facility with Basic skills, Advanced skills are far rarer and are generally only possessed by specialists or very advanced adventurers. Nevertheless, there will be times when an untrained character attempts to use an Advanced skill, even though they do not possess it.

In these cases, the Games Master may make one of two decisions. The first is that the task is simply impossible for the character. The character automatically fails the test.

For Example: Torvald the Grim, a hulking barbarian from the Western Wastes, is wandering through the markets of New Brako. Whilst there, he is approached by a young lady speaking Brakonian. This would normally be a test of the Advanced skill Language (Brakonian) but Torvald does not possess that skill. The Games Master rules that there is no way Torvald is going to know what the young lady is talking about… but a Perception test may be able to determine that the lady's body language is warning him about something.

Alternately, the Games Master may decide that a default Basic skill may be used for that specific situation, as long as there is a logical link between the original Advanced skill and the substitute Basic skill. However, such substituted skill tests normally suffer at least a –20% penalty, often more.

For Example: Liria Poganseh is masquerading as a ship's bosun when she is unexpectedly ordered by the captain to cast off. Liria does not have the Shiphandling Advanced skill, but she knows how to cast off a boat thanks to her Boating skill. The Games Master rules that the situation is close enough to allow her to substitute her Boating skill for the test, though with a –20% penalty.

Difficulty & Haste

The various tests made during a game of *RuneQuest* may be modified from time to time to reflect the apparent ease or difficulty of the task being attempted and there are many situations where a character may find it easier or much harder to use a certain skill than normal. For example, trying to give First Aid to another character is fairly easy if the injuries are light, it is being performed in a well-lit room and plenty of medical supplies are at hand. It would be much harder to staunch an arterial wound in pitch darkness using only ripped tunics.

Similarly, taking extra time to perform a skill generally increases a character's chance of success, while being hurried can lead to sloppiness and mistakes. Of course, characters in combat do not have the luxury of extra time (or, from a different perspective, are always being hurried) so those modifiers apply to non-combat tests.

Any such modifiers are temporarily applied to the skill for the duration of the test only. A penalty will make the test harder while a bonus makes it easier. Where several modifiers can be applied to the same test, they will all have an effect, 'stacking' to make one final bonus or penalty. The Difficulty and Haste Modifiers table summarises the most common modifiers applied to skills.

Difficulty and Haste Modifiers

Difficulty	Time Taken	Test Modifier
Very Easy	Ten times normal time	+60%
Easy	Five times normal time	+40%
Simple	Double normal time	+20%
Normal	Normal time	+0%
Difficult	—	–20%
Hard	Half normal time	–40%
Very Hard	—	–60%
Nearly Impossible	Almost instantly	–80%

Published scenarios for *RuneQuest* will detail specific bonuses and penalties for tests throughout their adventures. However, the Difficulty Examples table lists a few examples of tests that may occur in a *RuneQuest* game, which skills would be used and what difficulty should be assigned to them. Games Masters can use this table as a reference when creating their own skill tests for the Player Characters.

Difficulty Examples

Situation	Skill Used	Difficulty
Climbing a cliff face near a large waterfall	Athletics	–20%
Travelling by rowboat across a stormy sea	Boating	–60%
Accurately steering a rowboat in a swift-flowing but broad river	Boating	+20%
Recalling which plants are edible in farmland	Lore (Plant)	+40%
Recalling which plants are edible in an uncharted jungle	Lore (Plant)	–20%
Spotting a shiny gold coin on the floor in a well-lit and uncluttered room	Perception	+20%
Finding a gold coin in a large refuse dump	Perception	–40%
Finding food and water in a bleak desert	Survival	–40%
Finding food and water in a forest	Survival	+20%
Locating tracks in the snow	Tracking	+60%
Locating tracks on a busy city street	Tracking	–40%
Fixing a complicated lock of foreign design, with nothing more than a knife, while being shot at by archers	Mechanisms	–80%

Critical Successes

For the majority of tests a character makes, it is only necessary to determine whether he is successful or not. However, there may be certain cases where it is important to know *how* successful a character was – did he just skim by or did he achieve an incredible feat? This is determined by critical successes.

If the dice roll in a test is equal to or less than 10% of the modified skill, then a critical success has been achieved.

For Example: Calista is attempting to walk a tightrope stretched across a ravine. The Games Master rules that this requires an Acrobatics test. Calista has an Acrobatics skill of 43% and she rolls a 02 on the D100. Since this is equal to or less than 10% of her modified skill (4%), she has scored a critical success!

Note that the chance of a critical success relates to the modified skill total being used in the test, not the original 'normal' skill level. If a character is suffering a penalty to the skill test, it will reduce the character's chance of scoring a critical success. If a character has a bonus to the skill test, it will increase the character's chance of scoring a critical success.

For Example: Calista still walking on her tightrope, but now some broo scouts are firing arrows at her. The Games Master rules that this imparts a –10% penalty on the Acrobatics test, due if nothing else to the distraction. Calista's modified Acrobatics skill for the test is 33%, which reduces her chance of a critical success to 3%.

The actual result of a critical success during a test is largely up to the Games Master. It normally achieves one of the following results:

- The task is completed sooner.
- The task is completed to a higher degree of expertise than normal.
- The task is completed with élan and style, generally impressing witnesses.
- The character gains additional information or insight into the task thanks to their brilliance.

If a critical success is achieved while crafting jewellery, for instance, the Games Master may decide that the finished article is of unusually high quality or that the item was completed faster than usual.

It is important to remember that a critical success will not always grant a bonus to the character in the same way that a test is not always required to accomplish any given task. They should only be used when the Games Master judges it important to decide the degree of success of an action.

The Rune of LUCK

Fumbles

There is failing and then there is fumbling. Whenever a skill test results in a roll of 00, the character is assumed to have fumbled the roll. Essentially, fumbling is the diametric opposite of critical success – the character has botched the attempt so badly he has achieved an incredible failure.

Much as with a critical success, the actual result of a fumble is largely up to the Games Master to decide. It normally results in one of the following mishaps:

- The task takes twice as long to finish and is still a failure.
- The task produces a useless result, that actually makes further actions more difficult.
- The task is failed spectacularly, opening the character up to derision and scorn from witnesses.
- The character becomes impeded or even harmed by his failure.

Weapon skill tests are as vulnerable to fumbles as any other test. A fumbled roll on a Bow skill test could result in a snapped bowstring, while a fumbled roll on a 1H Sword skill test could mean the sword has been clumsily dropped.

Automatic Success & Failure

Whenever a character attempts to use a skill, there is always a chance he will succeed or fail, regardless of the level of his skill. Even a master swordsman with a 1H Sword skill of 190% can have a rock slip under his foot, or have the sun hit his eyes at just the wrong moment, causing him to fail in his attack. Likewise, even the most unathletic character might be able to climb a cliff in a lashing rainstorm at night, even if the modifiers would reduce his Athletics skill to below 0%.

☒#   Any test result of 01 to 05 is an automatic success.

☒#   Any test result of 96 to 00 is an automatic failure (and, in the case of 00, a fumble).

Note that the automatic success and failure rules do not apply if the Games Master has ruled that no test is required or possible.

Opposed Tests

Some skill tests are made without competition, while with others, the character must pit his skill against that of an opponent. These skill tests are called opposed tests. This could be trying to sneak past a guard who is trained to listen for intruders (an opposed Stealth vs Perception test) or attempting to fast-talk a merchant into giving the character a better deal on a purchase (an opposed Influence test).

Opposed tests are made by both characters attempting the relevant skill test. Both characters make the tests as normal, rolling 1D100 and attempting to roll equal to or under their skill.

One Character Succeeds
If one character succeeds their test and the other fails, the successful character has won the opposed test. The guard spotted the sneaking character or the merchant gained the upper hand in the negotiations.

Both Characters Succeed
Whoever rolled the highest in their skill test wins the opposed test.

Both Characters Fail
Whoever rolled the lowest in their skill test wins the opposed test.

Group Tests

In essence, this is a time-saving device for the Games Master. With a group test, the Games Master may make a single percentile roll to determine the success of a group of individuals all performing the same task, rather than rolling dozens or hundreds of individual die rolls. There are two kinds of group tests: team tests and sorting tests.

Team Tests
In a team test, success is cooperative; everyone reaps the benefit from a single success. If a squad of temple guards are all trying to search for an intruder in a crypt, then any successful Perception test will reveal him to all of them. If each guard rolls a Perception test, not only will things take longer, but their mathematical chance of finding the intruder becomes quite high. The Games Master rolls once for the highest skill in the team (the highest Perception skill among the temple guards, for example) and if the roll is a success, everybody succeeds. If the roll is a failure, everybody fails.

The Games Master may also use a 'reverse team test' in a situation where one failure can spell disaster. For example, if a gang of hunters are attempting to sneak up on a deer, any failed Stealth test will start the quarry. In that case, the hunter with the lowest Stealth skill rolls a Stealth test. If he succeeds, everyone succeeds. If the roll is a failure, everybody fails.

Sorting Tests
In a sorting test, success is individual. For example, a group of bandits are attempting to outrun the local constabulary, which calls for opposed Athletics tests. Some of the bandits have an Athletics skill of 40, some of 50 and some of 60. The Games Master rolls a group test for the bandits, which results in a 49. Those with skills of 50 or more succeed, while the slower bandits begin to fall behind (unless the remainder of the bandits slow their progress to allow their fellows to keep up).

It is up to the individual Games Master as to when to move from multiple individual rolls to a group test. The former is certainly more authentic, but the more individuals involved in the test, the longer it will take (and the more it will break up the flow of the game) to roll separately for each. Most often, players will prefer the greater mathematical chance of victory from individual rolls; the Games Master should only overrule this desire for specific reasons.

Very High Skills

Skills can increase past 100% for legendary heroes, such as the Player Characters or their more fearsome nemeses. Nonhuman creatures may have scores higher than 100% in some skills naturally – a bloodhound or an eagle could easily have Perception scores over 100% – or, of course, supernaturally. Gods, demons and similar entities might have very high scores in the areas they consider their domain.

Very High Skills and Automatic Failure

For normal skill tests, this means that the legendary character simply has only a very small chance of failing in their specialised skill (the usual 96 to 00 chance of failure, with 00 being a fumble). However, once a character's skill score reaches 200% in a particular skill, they only suffer a failure on 97 to 00 when rolling tests with that skill, with 00 still being a fumble. Once a character reaches 300%, the failure chance reduces to 98 to 00. At 400%, the chance is reduced to 99 to 00. Finally, at 500%, the character will only fail on a roll of 00 and this is not considered a fumble.

Very High Skills and Opposed Tests

To make an opposed tests when one or more of the opponents has a skill exceeding 100%, follow the following process:

1. Apply all relevant test modifiers to both skills.
2. Halve both skills.
3. (If one skill still exceeds 100%, halve both skills again. Repeat until both skills are below 100%)
4. Resolve the test normally.

For Example: Phidippides is engaged in a footrace with the god Zephyrus. Phidippides has an Athletics Skill of 130%, while Zephyrus has an Athletics Skill of 350%. The Games Master rules that the dry condition of the track and the high temperature will make it quite an arduous race and imposes a –10% penalty to both Phidippides' and Zephyrus' Athletics skills, reducing them to 120% and 340% respectively.

Since both skills are still above 100%, both are halved. Phidippides now has an Athletics skill of 60% while Zephyrus has a skill of 170%. Since Zephyrus's skill still exceeds 100%, both opponent's halve their skill again. Phidippides now has an Athletics skill of 30% compared to Zephyrus' 85%.

Now that both skills are below 100%, the opposed test takes place as normal.

Special Note: Every time that both scores are halved in this process, the chance of an automatic success (by rolling 01 to 05) is reduced by one. Hence a character who only had 10% in a skill and was forced to halve it twice would only score an automatic success on 01 to 03.

Large Groups & Percentile Success

From time to time, the Games Master may need to determine the success of a large group of people performing the same task, in a situation in which there is no room for error. In this case, he may simply take the skill or Characteristic being employed and use that as the percentage of success.

For Example: A group of 100 brigands is attempting to swim across a fast-flowing river a scant distance upstream from a 200-metre waterfall, an activity which calls for an Athletics skill test. Because of the speed of the current and the nearby waterfall, a failed skill test for an individual will result in their being swept away by the current. Rather than rolling 100 skill tests, or rolling only one to determine whether all 100 brigands made it across, the Games Master may simply take the Athletics skill as the percentage of success. If the Games Master rules that all the brigands have an Athletics skill of 75, then 75 of them will make it to the other side of the river. The remaining 25 will be swept away over the falls, presumably wondering why none of them had the presence of mind to find a safer place to cross the river.

Assistance

Characters will often have the opportunity to help one another during various tests. The Games Master is the final judge as to which tests can be helped with assistance and which require a character to make the test alone. For instance, if a character is attempting to lift a huge log out of the road, then clearly several others can help him in the Athletics test required. But a character trying to break down a barred door may jam up the doorway too much for anyone else's shoulder to fit. A character trying to recall the details of the local history of his own village cannot have strangers help him, but several sages can piece together the history of the kingdom from their own memories.

Every assisting character adds his critical score (10% of his skill) to the primary character's skill. Remember to apply any relative modifiers to the assisting character's skill before determining his critical score.

For Example: Nevarche is trying to hold a heavy portcullis up so that the fleeing peasants are not trapped inside the burning castle. He has an Athletics skill of 67% but the portcullis is really heavy – the Games Master applies a –10% penalty, reducing Nevarche's Athletics to 57%.

Fortunately, Nevarche has two guardsmen helping him. Both have a normal Athletics skill of 42%, reduced to 32% due to the portcullis' weight. Each guardsman adds +3 to Nevarche's skill, raising his chance of holding the portcullis up from 57% to 63%.

The Games Master is the final arbiter of how many characters may assist in any given test and how many attempts may be made in what period of time.

Using Skills in Combat

The Skill Use Combat Action (described on page 47) allows characters to use their skills in combat situations whenever they deem it appropriate. For example, a character who has not been seen by the enemy may try to Sneak behind it while his friends continue to distract it. Alternatively, a character may be desperately trying to open a locked door to escape an oncoming enemy who is currently fighting his comrades.

The actual skill tests made are performed as described above. However, in combat it becomes important to know how long a skill takes to perform. Most will take only a single Combat Action and there are some specific examples listed in the skill descriptions later in this chapter.

In more unusual situations, the Games Master will have to make his own judgement as to how long a skill will take to use. In general, assume that if a skill can be completed within five seconds, it can be performed as a single Combat Action. If it takes longer, the number of Combat Actions required should increase appropriately.

Skill Use over Multiple Combat Actions

The greatest problem with using a skill in combat is that it is quite possible to be interrupted in the middle of your skill use by a random event (such as being struck by a sword). When a character must use a skill over a number of Combat Rounds, the final effect of the skill (and the test itself) will not normally take place until the end of the final Combat Action. In the meantime, the character must concentrate on the skill being used – they may not suspend their skill use to initiate an attacking Combat Action, for instance.

It may be the case that the skill use draws free attacks from adjacent enemies. It may also be the case that a character is barred from making Reactions if they wish to persevere with their skill use. Finally, the Games Master may require supplemental Persistence tests for the character, representing the struggle to retain concentration.

Normally, an interruption to the skill user will result in either a penalty to the final test or the test automatically failing.

Basic Skill Descriptions

Every character has access to all the Basic skills during character creation. These skills detail the most common actions every person in the world can succeed in to one degree or another. Each skill is derived from a Characteristic. The Characteristics related to each skill are included after the skill's title for reference.

Acrobatics (DEX)

This allows a character to perform a variety of gymnastic and balancing tasks, such as tumbling, walking a tightrope or keeping balance on a narrow or unstable ledge.

The character can move at half his normal speed across an unstable surface without penalty. To move at a normal rate requires an Acrobatics test. A successful Acrobatics test will also halve the damage suffered from falling.

Athletics (STR+DEX)

This broad skill covers a range of athletic activities useful to adventuring characters, including climbing, jumping and swimming. Specific rules are used for these three.

Brute Force: Brute force is a particular application of Athletics that relies purely on power, with no finesse involved. Brute force basically involves pushing, lifting or dragging. Rather than the normal Characteristics, brute force Athletics tests rely on STR+SIZ rather than STR+DEX.

Climbing: Given enough hand and footholds, a character can climb any surface given enough time without the need for a test. Under normal circumstances, a character can climb or descend one quarter of their Movement as a Combat Action.

Tests should be made for treacherous surfaces (such as sheer cliffs or wet surfaces) and if a character is trying to increase the rate of his ascent or descent. A character can double the rate of his climb or descent by taking a –20% penalty on his Athletics test.

Jumping: In general, a successful Athletics test allows a character to jump up to twice his own height horizontally or up to half his own height vertically, if he has at least five metres to run first. If he is making a standing jump, these distances are halved.

Penalties for jumping Athletics tests can be accrued by trying to jump further. A cumulative –20% penalty is bestowed for every extra metre the character is trying to jump.

Swimming: Characters normally swim at half their usual Movement. Athletics tests are only required when conditions are less than ideal – swimming while heavily encumbered or in strong currents, for example. Failure of an Athletics test while swimming will usually result in the character not moving at all, though repeated failures may result in drowning. See the Adventuring chapter on page 90 for more details.

Boating (STR)

This covers small waterborne craft propelled manually by oars or sometimes paddles (sail-driven craft are used with the Shiphandling Advanced skill). Travelling across calm water does not usually require a test but adverse conditions such as currents and weather can bestow penalties.

Dodge (10+DEX–SIZ)

The Dodge skill is used to avoid incoming objects that are swung or thrown at the character. The Dodge skill is normally used when using either the dodge or dive Reactions in combat. See page 50 for details.

Driving (10+POW)

If a character is driving a wagon, chariot or similar vehicle at not more than a walking pace across flat terrain, a Driving test will never be required. Tests are required when a character wants to do something out of the ordinary with a vehicle – traverse treacherous terrain, jump obstacles and so on.

Evaluate (INT)

Every character places a sense of worth on valuables, trades or propositions. The Evaluate skill enables the character to determine the value placed on something by others, effectively guessing its market value. With the Evaluate skill, the character can try to determine the value of specific objects.

Particularly common or obscure objects might give a bonus or penalty to the test but success will allow a character to guess the average monetary value of the object (normally guessing accurately to within 10% of its actual value).

First Aid (INT)

Living in a dangerous world, most characters are adept at First Aid to one degree or another. First Aid is always applied to a specific location. A character may apply First Aid to himself, though there is normally at least a –10% penalty. See the First Aid Actions table (below).

It normally takes at least 1D4+1 Combat Actions to administer First Aid. Both characters must remain stationary and may not use Combat Actions or Reactions while this occurs.

A location that has had any variation of First Aid administered to it may not benefit from First Aid again until it has fully healed (it is restored to maximum hit points once more).

The use of First Aid requires suitable medical equipment such as bandages or salves. Makeshift medical equipment (such as bandages made from strips of cloth hastily torn from a dirty tunic) will bestow a penalty on the test.

Influence (10+CHA)

Sometimes called the 'gift of the gab', characters skilled in Influence find it easy to persuade others to their way of thinking, whether they are trying to persuade a king

First Aid Actions

Injury	Treatment
Impalement	A successful First Aid test removes the impaling item without causing more damage to the victim.
Unconsciousness	A successful First Aid test can revive a character from unconsciousness, though drugged patients may inflict a penalty on the First Aid test.
Injured location	A successful First Aid test on an injured location (but not one below 0 hit points) will heal 1D3 hit points to that location.
Serious Injury	A successful First Aid test on a location suffering from a Serious Injury will restore the location's hit points to 0. A limb is no longer considered useless and an Abdomen, Chest or Head location will no longer require tests to stay conscious.
Major Injury	A successful First Aid test on a location suffering from a Major Injury will not restore the location's hit points. This First Aid merely stabilises the patient enough so that they will not die of blood loss.

The Rune of COMMUNICATION
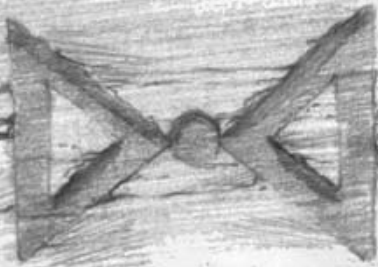
to send armies to fight a distant enemy, bribe a guard or merely get a merchant to sell them something at a reduced price.

Influence tests are normally opposed by the Perception, Persistence or another's Influence skill and are modified by how much a character is trying to change an opponent's mind. For instance, getting a merchant to accept gems instead of coinage as payment is relatively easy, while trying to buy a sword for a straight 50% discount is not.

Lore (INT)

The Lore skill is actually several different skills, each of which must be improved separately. The skills of Lore (Animal), Lore (Plant) and Lore (World) are all Basic skills. All other Lore skills are Advanced skills.

Each Lore skill defines an area of knowledge for the character and tests are made whenever a player wants to see if his character knows something about the subject at hand. This effectively allows the player to ask the Games Master direct questions if the test is successful. The Games Master may wish to keep the individual characters' backgrounds in mind when determining any modifiers for Lore rolls. For instance, a character raised in an arctic mountain range will probably suffer a –20% penalty to Lore (Plant) skills in an equatorial desert.

Lore (Animal)

This covers the ability to recognise an animal, know its feeding habits, breeding cycle, habitats and so on. A character with a Lore (Animal) skill of at least 50% may try to domesticate a wild animal, making a test after every full week of training. If the character also has a Riding skill of at least 50% and the animal is capable of being ridden, he may train the animal to ride during this period. The character may later train the animal not to panic in battle and to strike at his enemies. This takes a further period of training, with the character making a test at the end of each week to succeed.

Lore (Plant)

A character well versed in Lore (Plant) can identify plants in the wild, discover good places to grow crops, decide which plants are edible and what unusual properties they may possess.

Lore (World)

This Lore skill is used to define the character's knowledge of the world he lives in. This includes history, politics, weather cycles, geography, superstitions and information on public organisations. Note that the Lore (World) skill can only ever provide generally available or known information, rumours or propaganda.

Perception (INT+POW)

The Perception skill is used to represent the senses of the character when detecting objects or other characters. Perception would be used, for example, to detect quiet sounds, spot a hidden character or search an area for a lost object.

Persistence (10+POW)

Persistence is used whenever a character has his mental willpower called into question. This may be for anything as simple as concentrating on a task at hand amidst distraction, or it may be to resist the baleful effects of a mind-controlling spell.

Resilience (CON+POW)

Resilience is the physical counterpart to Persistence. The higher a character's Resilience, the more likely he is to handle adverse physical conditions, such as weathering a

vicious sandstorm, surviving in a drought or overcoming the effects of poison or disease.

Riding (DEX+POW)

If a character is riding a creature with the help of saddle and stirrups, at not more than a walking pace across flat terrain, a Riding test will never be required. Tests are required when a character wants to do something out of the ordinary with a mount – traverse treacherous terrain, jump obstacles, ride bareback and so on.

Riding an unfamiliar species is at least a Difficult (–20%) test; riding a species in a different medium (a horseman riding a dolphin or a griffin, for example) is at least a Hard (–40%) test.

Sing (CHA)

All characters are gifted with the tools of singing, unlike those who play other musical instruments. Few, however, develop the skill beyond their innate talent (or lack thereof). A successful test with this skill will result in the audience being pleased by the character's performance.

Sleight (DEX)

This skill is used to hide or take objects, without drawing undue attention. It is usually opposed by a Perception test if trying to avoid getting caught.

The object being manipulated can be of any size but particularly small or large objects will bestow bonuses or penalties to the test. For instance, hiding a dagger on a well-clothed person is relatively easy (+20%) but attempting to hide a war sword on the same person is far harder (–20%).

Stealth (10+DEX–SIZ)

The Stealth skill is used whenever a character attempts to personally evade detection by another character. This usually happens when a character either tries to move quietly past an enemy, hide from one or performs a combination of both. Stealth tests are opposed by the Perception skill and are modified according to the situation.

Throwing (DEX)

The Throwing skill is usually used to judge the accuracy of the character when throwing improvised objects, from small stones to bar stools. Weapons that are thrown can either use their own specific skill, such as Spear for javelins, or the Throwing skill, at the character's preference.

A thrown object will have a maximum range of one metre for every point the character's STR exceeds the object's SIZ. The Throwing test measures the character's accuracy during the throw and the Games Master may choose to treat this as a ranged combat attack, as described on page 52, if the situation warrants it.

Unarmed (STR)

The Unarmed skill covers all untrained unarmed combat from simple brawling to grapples to rude fisticuffs. Punches, kicks, head-butts and all other Unarmed attacks do 1D3 points of damage. Unarmed parries may only parry other Unarmed attacks and have an AP of 2 for such parries.

Basic Skills

Skill	Base Characteristic(s)
Acrobatics	DEX
Athletics	STR+DEX
Boating	STR
Dodge	10+DEX–SIZ
Driving	10+POW
Evaluate	INT
First Aid	INT
Influence	10+CHA
Lore (Animal)	INT
Lore (Plant)	INT
Lore (World)	INT
Perception	INT+POW
Persistence	10+POW
Resilience	CON+POW
Riding	DEX+POW
Sing	CHA
Sleight	DEX
Stealth	10+DEX–SIZ
Throwing	DEX
Unarmed	STR

Skills

Advanced Skill Descriptions

Advanced skills are those that every person in the world is not expected to have automatically. These skills often require long and difficult training and characters who possess any level of expertise in them often identify themselves according to their expertise. A character will not have access to many of these skills during character creation but others can be learnt through experience.

Craft (INT)

Like the Lore skill, the Craft skill is actually several separate skills grouped under a single heading. Craft (Armourer), Craft (Carpenter) and Craft (Potter) are all individual skills.

Craft skills are used to fashion and create various items and there are literally hundreds of different crafts in the world, from the mundane to the exotic. The following list is by no means exhaustive:

Armourer, baker, basketweaver, blacksmith, bowyer, brewer, butcher, candlemaker, carpenter, cartographer, cobbler, cooper, fletcher, joiner, leatherworker, mason, painter, potter, sculptor, smith, tailor, weaponsmith, weaver.

Dance (DEX)

A character with this skill is accomplished at moving gracefully in time with music or other rhythm, using standardised and often intricate steps and movements. A successful test with this skill will result in the audience or partner being pleased by the character's performance.

Disguise (CHA)

This skill is used to change a character's appearance and adopt a different outward persona. It is usually opposed by a Perception test if the character is trying to avoid being identified.

A Disguise test will often be modified by the materials a character has to hand. For instance, it would be very hard to disguise a character as a royal guardsman if he has no uniform available, whereas an old and moulding cloak will go a long way to helping a character pull off a disguise as a beggar.

Engineering (INT)

This skill is used to design, build, activate, repair, sabotage or disassemble large mechanisms or constructs such as siege machines, city gates and drawbridges, mineshafts, sailing ships and so forth.

Healing (INT+POW)

This includes a number of advanced cures and restorative abilities, including surgery, developing antidotes to poisons and remedying diseases. Use of this skill will always require a healer's kit (see page 41). Each use of the Healing skill generally takes 1d4+1 minutes to perform

Curing Diseases: A successful Healing test allows a patient under the effect of a disease to add a bonus to his next opposed Resilience versus Potency test to resist the disease equal to the healer's Healing divided by 10 (the critical success range).

Curing Poisons: A successful Healing test allows a patient under the effect of a poison to attempt a second opposed Resilience versus Potency test, with the patient gaining a bonus to his Resilience test equal to the healer's Healing divided by 10 (the critical success range).

Surgery: Surgery is the only way, other than magical healing, that a character may recover from a Major Wound. Once a successful First Aid test has been made to quench the bleeding of a Major Wound (see page 55), a successful Healing test can attempt to set broken bones, stitch together rent flesh and restore the location so that it is on the road to recovery. As long as the Healing test is a success, the stricken location gains one hit point and will begin to heal as normal for a location at its hit point level (see Natural Healing on page 88).

Surgery can re-attach a severed limb but this will not make it usable once more.

Language (INT)

Like the Lore skill, the Language skill is actually several separate skills grouped under a single heading. Language (English), Language (German) and Language (French) are all individual skills.

Every character with a Language skill of 50% or more is fluent in that language, though they will likely bear an accent if it is not their native language.

A score in a Language skill of 80% or more will mean the character can also read and write in that language.

Lore (INT)

This skill is used in the same way as the Lore skill described on page 25. The Advanced range of possibilities for this skill is limited only by a player's imagination but a list of potential areas of Lore study are listed here:

Alchemy, art, astronomy, gambling, geography, heraldry, law, logistics, military tactics, mineral, philosophy, poisons, regional*, theology.

* Each Lore (Regional) skill covers a different specific region, normally no larger than a city or province. Each Lore (Regional) skill covers a great many topics, including politics, geography and history. It provides far more detailed and accurate information than the Basic skill Lore (World).

Martial Arts (DEX)

A character versed in martial arts is a weapon in his own right and does not fear the lack of a sword. The Martial Arts skill is used in place of the Unarmed skill.

Martial Arts attacks deal 2D3 damage, rather than 1D3 for conventional Unarmed attacks. A character with Martial Arts also counts as possessing natural weaponry. Martial Arts parries may only parry natural weapons or Unarmed attacks and have an AP of 3 for such parries.

Mechanisms (DEX+INT)

This covers a character's ability to both assemble and disassemble mechanical devices, including traps and locks. Mechanisms generally involve delicate contraptions with small working parts, as opposed to Engineering, which deals with massive constructions.

Picking a lock or disassembling a trap usually takes at least one minute (12 Combat Rounds) to perform, while larger devices will take longer.

Usually, a character will simply make a Mechanisms test in order to succeed at assembling or disassembling a device, with appropriate bonuses or penalties decided upon by the Games Master. However, if a device has been designed to specifically resist attempts at disassembly, the Mechanisms test becomes opposed by the Mechanisms skill of the character who created it.

Play Instrument (CHA)

Like the Lore skill, the Play Instrument skill is actually several separate skills grouped under a single heading. Play Instrument (Dulcimer), Play Instrument (Flute) and Play Instrument (Spoons) are all individual skills. A successful test with this skill will result in the audience being pleased by the character's performance.

Shiphandling (INT)

This skill is used in the same way as Boating but is instead applied to waterborne craft that are driven by sail or rows of oars.

Streetwise (POW+CHA)

In some ways, this skill could be considered the urban version of Survival. Rather than helping the character find food and water, however, this skill allows him to find other things he might need in an urban setting. Streetwise allows a character to find fences for stolen goods, black markets and general information. Such uses of Streetwise normally require a minimum of 1D4 hours.

Survival (INT+POW)

This is a broad skill, used whenever the character has to rely on his own wits to survive outside the comforts of civilisation.

One Survival test will be required every day that a character lacks either food, water or a safe place to sleep. Success indicates the character manages to find whatever he is lacking – failure means he will go without which, over several days, could result in very serious consequences. Survival tests are not used when the character is in a city or town.

Survival tests may be required in other circumstances as well, such as hunting or gathering food for other characters or attempting to locate the best place in the local terrain to permit a group to rest for an extended period.

Tracking (INT)

With this skill a character can locate the tracks (footprints, disturbed vegetation and so on) of a specific creature and follow them. A test must be made to locate the trail and then again once every ten minutes they are being followed. Modifiers will be imposed depending on what terrain the trail is across (following footprints in the sand is Easy while doing the same across hard cobbles is Nearly Impossible), how long ago the tracks were made and whether anything has been done to cover them (either deliberately or through the weather).

Advanced Skills

Skill	Base Characteristic(s)
Craft	INT
Dance	DEX
Disguise	CHA
Engineering	INT
Healing	INT+POW
Language	INT
Lore	INT
Martial Arts	DEX
Mechanisms	DEX+INT
Play Instrument	CHA
Shiphandling	INT
Streetwise	POW+CHA
Survival	INT+POW
Tracking	INT

Weapon Skills

Every group of weapons has a specific skill that details a character's expertise in their use. While Weapon skills are used in a very different manner to other skills (see the Combat chapter for full details) they are learnt in the same manner, during both character creation and when gaining experience.

The Rune of METAL

Close Combat Weapons

Skill	Base Characteristic(s)	Weapons Covered
1H Axe	DEX+STR	Battleaxe, hatchet
1H Flail	DEX+STR	Ball & chain, grain flail
1H Hammer	DEX+STR	Warhammer, club, heavy mace, light mace
1H Sword	DEX+STR	Bastard sword, war sword, shortsword, scimitar
2H Axe	DEX+STR	Battleaxe, great axe, halberd
2H Flail	DEX+STR	Military flail
2H Hammer	DEX+STR	Great hammer, heavy mace, war maul
2H Sword	DEX+STR	Bastard sword, great sword
Dagger	DEX+STR	Dagger, knife
Martial Arts	DEX	Fist, foot
Polearm	DEX+STR	Bill, glaive, halberd
Rapier	DEX+STR	Rapier
Shield	DEX+STR	Buckler, kite shield, target shield
Spear	DEX+STR	Javelin, lance, longspear, shortspear
Staff	DEX+STR	Quarterstaff
Unarmed	STR	Fist, foot

Ranged Weapons

Skill	Base Characteristic(s)	Weapons Covered
Blowgun	DEX	Blowgun
Bow	DEX	Longbow, nomad bow, shortbow
Crossbow	DEX	Heavy crossbow, light crossbow
Sling	DEX	Sling, staff sling

All close combat weapon skills are based on DEX+STR (with the exceptions of Unarmed and Martial Arts).

The full list of Weapon skills are given in the Close Combat Weapon Skills and Ranged Weapon Skills tables, along with what weapons are used with each skill. Note that some weapons are included in more than one skill – this is usually because there are different ways to use the weapon. A battleaxe or bastard sword, for instance, can be used in either one hand or two hands – a separate skill is used for application.

Weapon skills have a form of critical success called a critical hit – these are dealt with in the Combat chapter on page 47.

Magical Skills

These are also skills, used in much the same way as the others described in this chapter. Magical skills, however, can have some very special effects and are therefore dealt with in detail in the Magic chapter.

Runecasting (POW+CHA)

This is the central skill used in Rune Magic, as described in the Magic chapter on page 64. It is actually several different skills, one for each type of rune, each of which must be improved separately.

Magical Skills

Skill	Base Characteristic(s)
Runecasting	POW+CHA

EQUIPMENT

To go well-shod is half the journey, so the saying goes. Of course, the Player Characters are going to need more than a pair of good boots to survive a *RuneQuest* campaign. This chapter provides a range of weapons, armour and other items of equipment that players can purchase for their characters. When added to his skills, the equipment here will allow a character to prepare for almost any challenge he may meet while on an adventure or Quest.

Currency

Different settings have different currencies that reflect availability of various precious metals and access to paper money. The equipment presented in this chapter is priced in a generic currency but this can easily be substituted for another system of currency.

The largest commonly used coin in is the gold ducat (or GD). There are, however, smaller denominations such as the far more commonly used silver piece (SP), copper penny (CP) and lead bit (LB). The rate of exchanges between them is shown below.

5 lead bits = 1 copper penny
10 copper pennies = 1 silver piece
20 silver pieces = 1 gold ducat

Trading

The prices shown in this chapter for various items of equipment should be assumed to be averages only. Many items that are routinely and cheaply available in large cities may command a very high price in a remote mining town. Some far-flung settlements may not even use coins on a regular basis, preferring to rely on barter instead.

Adventurers often bring back many scavenged items from their travels and have something of a reputation for constantly upgrading their equipment as they begin to acquire funds for more expensive weapons and armour. All this means adventurers will often be looking to sell many items of equipment when they return from a Quest.

The Games Master is welcome to roleplay sessions where players buy and sell various items but when attention should be concentrated on greater matters, a quick rule to use is that any item may be sold to a trader for half the price listed in this chapter.

Wealth & Status

How much a person spends on living expenses often determines his social standing in society. Even adventurers have to spend their hard-earned silvers on food and a roof over their heads. An adventurer's income from treasure found during Quests often affords him a good standard of living if he can survive the dangers that must be faced in his profession.

In any given society, people live according to their means. The luxuries, comforts and even necessities available to an individual are dependent upon that person's place in society and level of income. Maintaining a certain lifestyle (not to mention advancing to a higher social stratum) requires the constant expenditure of money.

The Wealth & Status table lists the different lifestyles and the cost of maintaining them, from menial through to emperor. Obviously, these are just guidelines. The actual cost in any given location may vary, but these figures offer a good median point to judge standards of living. Moreover, the actual expenditure may differ between individuals of the same base status in the same community, representing their respective standing toward one another. The Wealth & Status table provides a rough guide as to how much it costs to maintain a specific standard of living. It can be assumed that those on the lower scale of social status will spend practically everything they earn simply on living expenses whereas the wealthiest will have an income two or even three times higher than their living expenses require. For example, one master crafter may sustain himself on 8,000 silvers per year, while another might get by on 5,500 silvers.

The standards of living described here do not necessarily represent actual money. A farmer may get by on 1,440 silvers per year, but never lay his hands on a single coin.

Wealth & Status

Status	Examples	Housing	Daily Cost	Annual Cost	Wergild	Ransom
Subsistence	Menials, slaves, conscripts	None, or a tiny hut	1 SP	360 SP	2,000 SP	150 SP
Common	Landed peasants, minor craftsmen	Simple, one room dwelling	4 SP	1,440 SP	4,000 SP	300 SP
Medium	Master crafters, merchants, knights	Hall or greathouse	16 SP	6,000 SP	8,000 SP	600 SP
Respected	Counts, earls, important priests	Multi-room dwelling with servants	64 SP	24,000 SP	16,000 SP	1,200 SP
Upper	Dukes, high priests	Several large dwellings	250 SP	90.000 SP	32,000 SP	2,400 SP
Ruling	Archdukes, princes	Palaces	1,000 SP	365,000 SP	500,000 SP	64,000 SP
Royal	King or queen	Large palaces	4,000 SP	1,440.000 SP	2,000,000 SP	250,000 SP
Imperial	Emperor or empress	Multiple palace complexes	16,000 SP	5,760,000 SP	8,000,000 SP	1,000,000 SP

He lives his life by the barter system and the monetary cost associated with his standard of living reflects the value of what he trades throughout the course of the year.

Players can use the Wealth & Status table as a guide to how they want their characters to live. They may be tempted to pay just a single silver every day in order to save enough money to buy a new suit of armour but they will literally be treated as being little better than beggars while they do so.

Wergild & Ransom

If an adventurer kills his enemy, he may get to keep whatever treasure he finds but he may also discover himself hunted for wergild, the blood price of an individual claimed by his relatives, friends or owner. On the other hand, there is a rich tradition of capturing prisoners to be held for ransom. This is not always guaranteed to work and no one is likely to come looking for a lowly trollkin. However, notable cult members and even adventurers have been known to command high prices to the right people. The price for wergild is often quite rigid in many cultures but ransoms can vary wildly depending on who is being ransomed and the connections he has.

Close Combat Weapons

Few adventurers will dare walk into the wilderness without some personal protection. Among warriors, choice of weapon can be a very personal thing and often reflects a character's personality. A huge barbarian wielding a great axe is unlikely to be a subtle character, while few will turn their back on a lithe character with several daggers strapped to his person.

Each close combat weapon is characterised by the following qualities:

Skill: The skill used to wield the weapon. If multiple skills are listed, any of the listed skills may be used. However, some of the weapon's characteristics may change, dependant on its style of use.

Damage Dice: The damage the weapon deals on a successful attack.

STR/DEX: The minimum STR and DEX scores needed to easily wield this weapon. For every point a Characteristic is below these minimums, a –5% penalty is applied to a character's skill when attacking and parrying with this weapon.

ENC: The weight and bulk of the weapon. See page 89 for more details on Encumbrance and its effects on characters.

AP/HP: The armour points and hit points possessed by the weapon. When hit points reach 0, the weapon is broken and useless.

**Cost:** The average cost in silver pieces to purchase this weapon.

Close Combat Weapons

Weapon	Skill	Damage Dice	STR/DEX	ENC	AP/HP	Cost
Ball & chain	1H Flail	1D6+1	9/11	2	4/8	250 SP
Bastard sword	1H Sword	1D8	13/9	2	4/12	250 SP
	2H Sword	1D8+1	9/9			
Battleaxe	1H Axe	1D6+1	11/9	1	3/8	100 SP
	2H Axe	1D6+2	9/9			
Bill	Polearm[1]	1D6+1	7/9	2	2/8	50 SP
Buckler	Shield	1D4	—/5	1	5/8	50 SP
Club	1H Hammer	1D6	7/—	1	2/4	5 SP
Dagger	Dagger[4]	1D4+1	—/—	—	4/6	30 SP
Glaive	Polearm[1]	1D8+1	7/9	3	2/10	100 SP
Great axe	2H Axe	2D6+2	13/9	2	3/10	125 SP
Great hammer	2H Hammer	1D10+3	11/9	3	3/10	250 SP
Great sword	2H Sword	2D8	13/11	4	4/12	300 SP
Halberd	2H Axe	1D8+2	13/7	4	3/10	250 SP
	Polearm[1]	1D8+1	9/9			
	Spear[1, 2]	1D8	7/7			
Hatchet	1H Axe[4]	1D6	—/9	1	3/6	25 SP
Heavy mace	1H Hammer	1D8	11/7	3	3/10	200 SP
	2H Hammer	1D8+1	9/7			
Improvised	Unarmed	1D6–1	—/—	—	—/—	—
Kite shield	Shield[3]	1D6	13/—	3	10/18	300 SP
Knife	Dagger	1D3	—/—	—	4/4	10 SP
Lance	Spear[1, 2]	1D10+2	9/9	3	2/10	150 SP
Light mace	1H Hammer	1D6	7/7	1	3/6	100 SP
Longspear	Spear[1, 2]	1D10	5/5	2	2/10	30 SP
Military flail	2H Flail	1D10+2	13/11	3	3/10	250 SP
Military pick	1H Hammer	1D6+1	11/5	3	3/10	180 SP
Natural weaponry	—	As noted	—/—	—	—	—
Quarterstaff	Staff	1D8	7/7	2	3/8	20 SP
Rapier	Rapier[2]	1D8	7/13	1	3/8	100 SP
Scimitar	1H Sword	1D6+1	7/11	2	4/10	200 SP
Shortspear	Spear[1, 2, 4]	1D8	5/5	2	2/5	20 SP
Shortsword	1H Sword[1]	1D6	5/7	1	3/8	100 SP
Target shield	Shield[3]	1D6	9/—	2	8/12	150 SP
Unarmed	Unarmed	1D3	—/—	—	—/—	—
War maul	2H Hammer	2D6	13/7	3	3/12	150 SP
War hammer	1H Hammer	1D8+1	11/9	2	3/8	150 SP
War sword	1H Sword	1D8	9/7	2	4/10	175 SP

[1] This weapon may be set against a charge. See page 35 for details on setting weapons against a charge.

[2] This weapon will impale an opponent upon a critical hit. See page 48 for details on impalement.

[3] This weapon may parry ranged weapons.

[4] This weapon suffers no penalty when thrown.

equipment

33
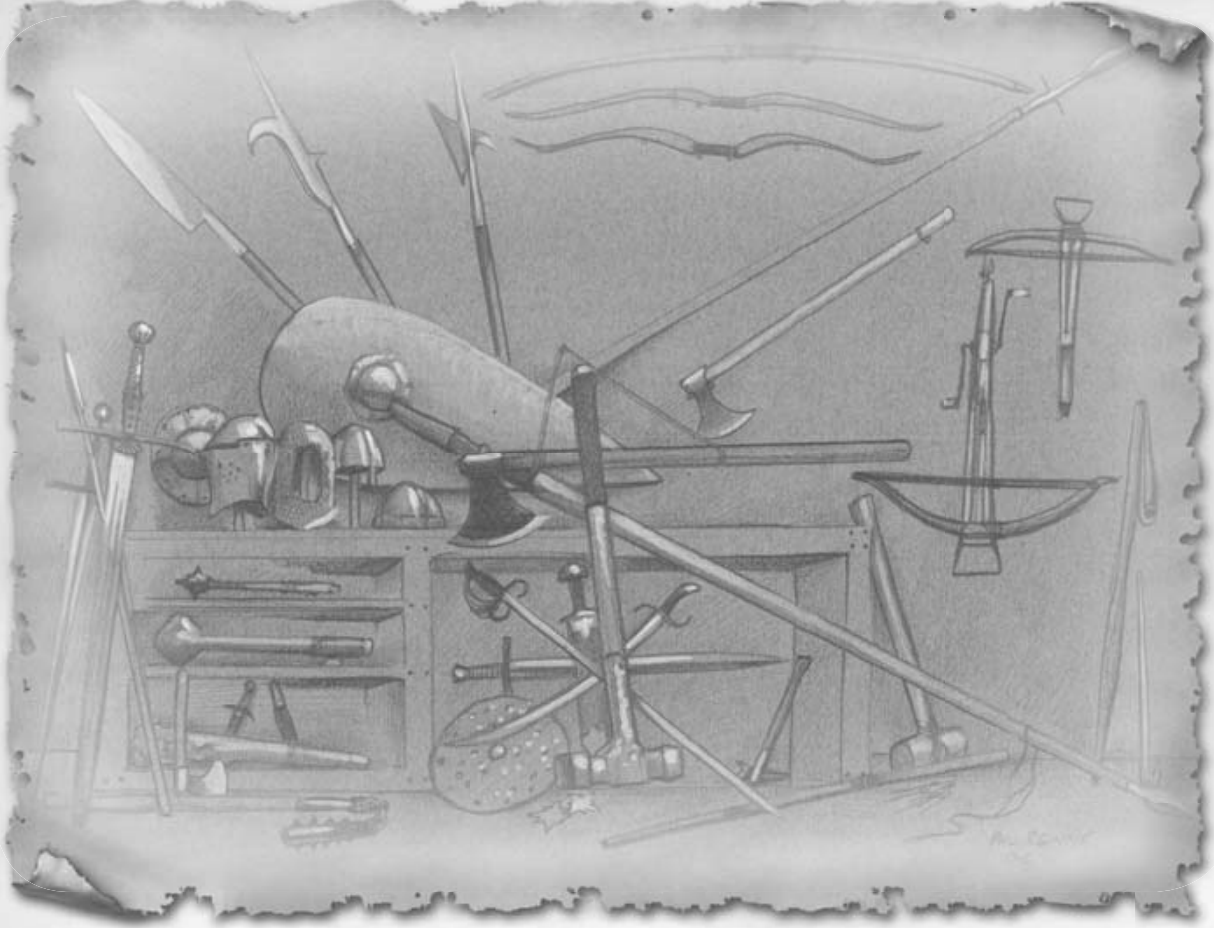
Ball & Chain: A heavy metal ball attached to a short length of chain. Notoriously difficult to parry, this weapon imposes a –10% penalty on an opponent's parry roll. However, the wielder also suffers a –10% penalty to parry with this weapon.

Bastard Sword: A versatile sword with an elongated grip, allowing it to be used with either one hand or two. It is often called a 'longsword', to distinguish it from the shorter war sword.

Battleaxe: A single-bladed weapon with a sturdy haft, the battleaxe may be used with one or two hands, depending on the wielder's preference.

Bill: A polearm with a hooked blade, descended from (and often recycled from) a common agricultural implement. A mounted defender does not get the standard +20% parry bonus against a bill.

Buckler: A small, round shield designed to be worn on the forearm. Shields suffer a –10% penalty when used to attack.

Club: Perhaps the simplest of all weapons and almost certainly the oldest. The club is simply a long, stout piece of wood used to bludgeon others.

Dagger: Essentially a large knife, the dagger is often carried as a backup weapon or a parrying weapon. It is usually well-balanced enough to throw effectively.

Glaive: A chopping blade mounted on a polearm shaft.

Great Axe: Dwarfing the battleaxe in size, the great axe may be either single or double-bladed and must be used with both hands. The wielder suffers a –10% penalty to parry with this weapon.

Great Hammer: An enormous weapon that deals impressive bludgeoning damage but is too clumsy to make an effective parrying weapon. The wielder suffers a –10% penalty to parry with this weapon. Great hammers may be used on inanimate objects without being destroyed.

Great Sword: This massive blade is as much as two metres in length. Part of the blade is unsharpened, allowing the wielder to grip it for more effective parries.

Halberd: An axe blade mounted on a spear shaft, the halberd can be used with either the Spear skill, as a slightly unwieldy spear, or with the Polearm skill, as a slightly unbalanced glaive, or with the 2H Axe skill, as a slightly unbalanced great axe.

Hatchet: A simple and very cheap one-handed cleaving weapon, essentially a smaller version of an axe. It is usually well-balanced enough to throw effectively.

Heavy Mace: Designed to batter through even the heaviest of armour, the heavy mace is a simple weapon, comprised of a large weight mounted on one end of a haft.

Improvised: In times of need, almost anything can be used as a weapon, from a bar stool to an animal's jawbone. The Games Master should consider the particular improvised weapon and decide whether it would be better defined by the attributes of one of the 'real' weapons. In those cases

Throwing Close Combat Weapons

Most close combat weapons are not designed to fly through the air accurately. This will not deter hardened adventurers from throwing such weapons in times of adversity, however.

If thrown, a close combat weapon has a range of 8m and suffers a penalty to the attack equal to its ENC x 10. Either the usual Weapon skill or the Throwing skill may be used.

Some versatile weapons may be thrown or used in close combat without penalty.

where the improvised weapon is too dissimilar to and standard weapon to mirror its effects, the Games Master should employ the attributes of the generic 'improvised' weapon.

Improvised weapons usually use the Unarmed skill, though in certain cases the 1H Hammer or Staff skills are more appropriate. Regardless, all attempts to attack or parry with an improvised weapon suffer a –10% to –30% penalty (at the Games Master's discretion).

Kite Shield: A large shield with a tapering shape, wider at the top and narrow at the bottom. This shield is excellent for both infantry and mounted use. Kite shields can parry ranged weapons. However, shields suffer a –10% penalty when used to attack.

Knife: A sharp piece of metal, stone, bone or even glass. More commonly a tool than a weapon.

Lance: An out-sized spear designed to be used from the back of a mount, a lance can be a devastating weapon when used on the charge. When used by a charging, mounted character, the wielder may add his mount's Damage Modifier as well as his own to the damage.

Light Mace: This weapon is essentially a lighter version of the heavy mace.

Setting Weapons against Charges

Only specific weapons can be set against charges, normally spears and polearms. Setting a weapon against a charge occurs at the same time the character decides to delay in combat (see page 46). In this case, the circumstance the character is waiting for is for someone in front of him to charge his position.

As long as the charge occurs, the character gains a +20% bonus to the opposed skill test to determine who strikes first.

Long Spear: The long spear is a lengthy piercing weapon, often used in ranked units to defeat charging cavalry.

Military Flail: A heavy metal ball, usually bristling with spikes, attached to a wooden haft by a short length of chain. Notoriously difficult to parry, this weapon imposes a –10% penalty on an opponent's parry roll. However, the wielder also suffers a –10% penalty to parry with this weapon.

Military Pick: A double-spiked metal head attached to a metal or wooden shaft, the military pick is designed to pierce heavy armour. Military picks may be used on inanimate objects without being destroyed.

Quarterstaff: Often unappreciated, the quarterstaff is one of the finest weapons in existence. In the hands of a skilled user, it is a fast and effective weapon for both offence and defence. The wielder gains a +10% bonus to parry with this weapon.

Rapier: Fast and light, the rapier is unlike any other one-handed sword, requiring its own specialised skill. Its narrow blade is intended for thrusting attacks rather than slashing attacks.

Scimitar: A sword with a long, dramatically curved blade, designed for cutting and slashing.

Shortspear: Heftier than a mere javelin, a short spear is commonly used in conjunction with a phalanx of shields. The short spear has been proved time and again as one of the most versatile weapons in existence, though not necessarily the most powerful.

Shortsword: A straight, broad-bladed sword designed for thrusting.

Target Shield: A large, round shield that makes an effective weapon and an excellent means of parrying. Target shields can parry ranged weapons. However, shields suffer a –10% penalty when used to attack.

War Maul: Originally meant as a tool for splitting wood, the maul has a long history of use in warfare by peasants conscripted into service. It is a large hammer with a wooden head, usually bound in iron bands. War mauls may be used on inanimate objects without being destroyed.

War Hammer: A weapon approximately the same size as a mace, tipped with a hammer head and a metal spike.

War Sword: Designed for slashing and cutting in battlefield combat, the war sword is one of the most common sword types available. Generally slightly less than a metre in length, it is an effective weapon for both attacking and parrying.

Ranged Weapons

Many adventurers are lured to the idea of ranged weapons and the ability to destroy an enemy before he has a chance to swing his sword. However, it takes a lot of skill and discipline to use a ranged weapon effectively and a character must learn the right tactics to use against his opponents in order to make the most of the devastating power of this weaponry.

Each ranged weapon is characterised by the following qualities:

Skill: The skill used to fire or throw the weapon. If multiple skills are listed, any of the listed skills may be used.

Using Ranged Weapons in Close Combat

Just as close combat weapons are not designed to be thrown, so ranged weapons are not generally designed to be used in close combat. Sometimes, however, adventurers will be left with no option but to club someone with a crossbow butt or stab an enemy with an arrow…

If used in close combat, a ranged weapon is usually treated as an improvised weapon. Usually, the 1H Hammer skill or the Throwing skill may be used.

Some versatile ranged weapons may be used in close combat without penalty.

Ranged Weapons

Weapon	Skill	Damage	Range	Load	STR/DEX	ENC	AP/HP	Cost
Atlatl[1]	Spear or Throwing	+2	+10m	2	5/11	1	2/4	20 SP
Blowgun	Blowgun	1D2	15m	1	—/9	—	1/4	30 SP
Dagger[2]	Dagger or Throwing	1D4+1	10m	—	—/9	—	4/6	30 SP
Dart[1]	Throwing	1D4	20m	—	—/9	—	1/1	10 SP
Hatchet[2]	1H Axe or Throwing	1D6	10m	—	7/11	1	3/6	25 SP
Heavy crossbow[1]	Crossbow	2D8	150m	3	7/9	2	2/8	350 SP
Javelin[1]	Spear or Throwing	1D6	40m	—	5/9	1	1/8	20 SP
Light crossbow[1]	Crossbow	2D6	100m	2	5/9	1	2/5	150 SP
Long bow[1]	Bow	2D8	175m	1	13/11	1	2/7	200 SP
Nomad bow[1]	Bow	1D10	120m	1	11/11	1	2/5	150 SP
Rock/improvised	Throwing	1D4	10m	—	5/9	1	3/5	—
Short bow[1]	Bow	1D8	60m	1	9/11	1	2/4	75 SP
Shortspear[1, 2]	Spear or Throwing	1D8	25m	—	5/9	2	2/5	20 SP
Sling	Sling	1D6	50m	1	—/11	—	1/2	5 SP
Staff sling	Sling	1D8	60m	2	—/11	2	2/6	20 SP
Throwing star	Throwing	1D4	15m	—	—/13	—	4/1	15 SP

[1] This weapon will impale an opponent upon a critical hit. See page 48 for details on impalement.
[2] This weapon suffers no penalty when used in close combat.

Damage Dice: The damage the weapon deals on a successful attack.

Range: This is the effective range of the weapon. The maximum range a weapon can be fired or thrown is twice this score.

Load: This shows how many Combat Actions are required to load or reload the weapon.

STR/DEX: The minimum STR and DEX scores needed to easily wield this weapon. For every point a Characteristic is below these minimums, a –5% penalty is applied to a character's skill when attacking with this weapon.

ENC: The weight and bulk of the weapon. See page 89 for more details on Encumbrance and its effects on characters.

AP/HP: The armour points and hit points possessed by the weapon. When hit points reach 0, the weapon is broken and useless.

Cost: The average cost in silver pieces to purchase this weapon.

Ranged Weapon Ammunition

Ammunition	AP/HP	ENC	Cost
Arrows (10)	1/1	—	1 SP
Blowgun darts (10)	1/1	—	2 SP
Crossbow bolts (10)	1/1	—	2 SP
Sling bullets (10)	1/1	—	5 CP

Atatl: A simple rope-based mechanical device used to further the range and hitting power of javelins, the atlatl takes time to load but its effects can be quite spectacular. Only javelins may get the benefit from an atlatl.

Blowgun: A hollow tube, usually made of wood, that is used to expel a dart by blowing on one end. As the dart itself does little damage, blowguns are seldom used without some kind of poison. A character's Damage Modifier is never applied when using a blowgun.

Dart: A dart resembles an arrow with a longer head and shorter shaft (usually slightly less than half a metre in length).

Heavy Crossbow: Similar in concept to the light crossbow, this version is larger and reinforced with metal bands to handle the immense pull of the string. A character's Damage Modifier is never applied when using a heavy crossbow.

Javelin: A light spear designed be thrown.

Light Crossbow: A simple mechanical bow, the light crossbow often sees service in small armies that lack training in other types of ranged weapon. A character's Damage Modifier is never applied when using a light crossbow.

Long Bow: A bow with a shaft as much as two metres in length, designed to be fired on foot. A long bow cannot be used from horseback.

Nomad Bow: A shorter bow than the long bow, the nomad bow sacrifices some range and power in exchange for portability.

Short Bow: Designed to be fired from horseback, the short bow is equally useful as a footsoldier's weapon.

Sling: A long strip of cloth or leather used to fling a stone or bullet at a target.

Staff Sling: A sling mounted on the end of a wooden haft, which generates greater force in throwing.

Throwing Star: A light piece of metal with four to six sharp points.

Armour

While a good weapon can finish off an enemy quickly, good armour is just as important as it will protect an adventurer when blows inevitably slip past dodges and parries. Combat can become very lethal very quickly in *RuneQuest* and a good suit of armour can make all the difference between life and death.

Each piece of armour is characterised by the following qualities:

AP: How many armour points are given to each location covered by this armour. If a character is wearing multiple pieces of armour on a location, only the highest armour point score is used.

ENC: The weight and bulk of the armour. See page 89 for more details on Encumbrance and its effects on characters.

Locations: Which hit locations this type of armour covers.

Skill Penalty: It is a frustrating fact for many warriors that armour restricts as much as it protects. Add together the AP of all the armour the character is wearing – this is the character's Skill Penalty. If a character is wearing multiple pieces of armour on a location, only add the highest armour point score.

The Skill Penalty applies to tests with most skills that use the DEX Characteristic to calculate their base scores, plus some other skills. Skills included in this list are: Acrobatics, Athletics, Craft, Dance, Dodge, Martial Arts, Mechanisms, Riding, Runecasting, Stealth, Throwing, Unarmed and all Weapon skills.

For Example: Yenneth Brightbow is wearing leather trews and a scalemail shirt. This provides her with 4 AP on her chest, abdomen and arms, and 1 AP on her legs. This adds up to a Skill Penalty of –18%.

Cost: The average cost in silver pieces to purchase this armour.

Effects of SIZ on Armour

Armour made for a character of SIZ 1 to 5 will have its cost and ENC halved from that shown on the Armour table. Characters of SIZ 21 or higher will double the cost and ENC for armour made for them.

Chainmail Coif: A hat made of chainmail, covering the top, back and sides of the head. It is lined with soft leather.

Chainmail Shirt: Heavy but effective protection, a chainmail shirt hangs from the shoulders to just below the groin, covering the chest, arms and abdomen. It is lined with soft leather.

Chainmail Skirt: Hanging to the knees, a chainmail skirt allows for maximum freedom of movement without sacrificing protection. It is lined with soft leather.

Chainmail Trews: Essentially a pair of pants crafted from chainmail, these trews offer the same protection as a chainmail skirt but are slightly more cumbersome. It is lined with soft leather.

Armour

Armour	AP	ENC	Locations	Cost	Total Skill Penalty
Chainmail coif	5	1	Head	500 SP	–5%
Chainmail shirt	5	4	Abdomen, Arms, Chest	1,250 SP	–20%
Chainmail skirt	5	2	Legs	800 SP	–10%
Chainmail trews	5	3	Legs	1,000 SP	–10%
Full helm	6	1	Head	1,000 SP	–6%
Heavy leather hauberk	2	1	Abdomen, Chest	350 SP	–4%
Heavy leather cap	2	1	Head	75 SP	–2%
Helmet	5	1	Head	300 SP	–4%
Leather hauberk	2	1	Abdomen, Chest	150 SP	–4%
Leather shirt	1	1	Abdomen, Arms, Chest	150 SP	–4%
Leather trews	1	1	Legs	100 SP	–2%
Plate (breast and back)	6	4	Abdomen, Chest	4,500 SP	–12%
Plate leggings	6	4	Legs	3,000 SP	–12%
Plate (suit)	6	12	All	9,000 SP	–42%
Plate vambraces	6	3	Arms	2,000 SP	–12%
Ringmail shirt	3	2	Abdomen, Arms, Chest	750 SP	–12%
Ringmail skirt	3	2	Legs	600 SP	–6%
Scalemail shirt	4	3	Abdomen, Arms, Chest	900 SP	–16%
Scalemail skirt	4	3	Legs	800 SP	–8%

Full Helm: A rigid helmet covering the entire head, except for eye holes and a vent for breathing.

Heavy Leather Hauberk: Fashioned of thick and stiff boiled leather, this hauberk is a sleeveless garment that falls from the shoulders to just below the groin.

Heavy Leather Cap: A cap of stiff leather, protecting the top, back and sides of the head.

Helmet: A rigid metal helmet, covering the top, back and sides of the head. These helmets usually have a nose guard as well.

Leather Hauberk: One step above normal clothing, this piece of armour is essentially a weaker and more flexible version of the heavy leather hauberk.

Leather Shirt: A leather shirt hangs from the shoulders to just below the groin, covering the chest, arms and abdomen.

Leather Trews: A pair of pants crafted of thick leather, protecting the wearer's legs.

Plate Armour: Made of interlocking metal plates, this armour is the ultimate in personal protection but comes with a heavy price tag. Plate armour of all types has to be made specifically for the character wearing it as the plates have to be precisely forged with properly fitted hinge points to fit his dimensions. This is an expensive and time-consuming process that few armoursmiths are prepared to engage in, as a full suit of plate armour can take more than a year to construct. Characters may try using plate armour not designed for them but the ENC and skill penalty will be doubled.

Ringmail Armour: Ringmail is essentially an older and cheaper version of chainmail. It consists of a layer of soft leather, onto which are attached hundreds of small metal rings, each connected to the leather by a small leather tab. It does not protect as well as chainmail but allows for greater flexibility and freedom of movement.

Scalemail Armour: A step up from ringmail, scalemail consists of a leather garment with overlapping metal scales sewn into it, emulating the appearance of a reptile's scales.

General Items

The equipment in this section covers general day-to-day items that are likely of interest to adventurers. Whether they are looking for a sheet of papyrus to make a map of some newly discovered ruins or simply a sack to carry their loot in, even the mightiest hero can find these mundane items very useful.

Backpack: A standard piece of adventuring equipment, held to the back with two shoulder straps. It can hold 20 ENC of equipment.

Bedroll: Blanket and pad, usually carried tightly rolled and tied. Without a bedroll, sleeping on the open ground

does not count as complete rest for the purposes of healing or recovering from Fatigue. A bedroll can also be used as a stretcher in an emergency. More expensive bedrolls, made of silks and furs, are available for a premium.

Block & Tackle: Useful for constructing traps, hauling up stubborn logs and so forth. Adds +10% to Mechanisms tests to make or disarm large traps and makes Engineering tests possible in some circumstances. It requires at least 10m of rope to function.

Candle, 1 Hour: A small, stubby candle that will burn for one hour before exhausting its fuel. Originally used by miners to mark the passage of time while they were underground, many adventurers have adopted them for the same purpose. A candle illuminates a one metre radius. Any wind stronger than a slight breeze will extinguish a candle.

Climbing Kit: Consisting of a leather harness, several short lengths of rope, pitons and sundry other tools, a climbing kit provides a bonus of 20% to any Athletics skill tests made to climb.

Codex: A bound volume of 100 papyrus or parchment sheets. The price is for a blank codex; codices containing sage lore or runic spells are considerably pricier.

Craft Tools: This is a small satchel containing portable tools appropriate to a particular craft. These tools are the bare minimum required to practise the craft without a skill penalty. A set of craft tools is useful for only one craft – a character must buy more sets of tools for any additional crafts.

Crowbar: Adds +10% to brute force Athletics tests to lever open doors, casket lids and the like. If used as a weapon, it is considered a club (wielded with a –10% penalty).

First Aid Kit: A first aid kit is made up primarily of bandages, tourniquets and herbal compresses. It allows the owner to use the First Aid skill without penalty. A first aid kit is good for five uses (whether the skill test succeeds or fails) before it is used up.

Fish Hook: A small metal hook used to catch fish. This item allows a character to use his Survival skill to catch a fish without suffering a penalty on the test.

General Items

Item	ENC	Cost
Backpack	1	5 SP
Bedroll	1	1 SP
Block & tackle	1	15 SP
Bottle, glass	—	2 SP
Candle, 1 hour	—	1 CP
Chain, 2 metres	2	40 SP
Climbing kit	1	25 SP
Codex	1	60 SP
Craft tools	2	75 SP
Crowbar	1	25 SP
First aid kit	—	25 SP
Fish hook	—	2 LB
Fishing kit	1	15 SP
Flint & tinder	—	5 CP
Grappling hook	—	5 SP
Hammer	—	1 SP
Healer's kit	1	150 SP
Ladder, 3m	4	2 SP
Lantern	1	10 SP
Lock picks	—	75 SP
Mining pick	1	35 SP
Musical instrument	2	70 SP
Oil, flask	1	1 SP
Papyrus, sheet	—	5 CP
Pole, 3m	1	1 SP
Quiver	—	2 SP
Rope, 10m	2	10 SP
Sack, large	1	5 CP
Sack, small	—	2 CP
Scythe	2	30 SP
Slingbag	1	5 CP
Spade	1	25 SP
Torch / flaming brand	—	4 CP
Waterskin	1	5 CP
Writing kit	1	45 SP

Fishing Kit: Consisting of several hooks, thin but strong line, a segmented rod and corks, the fishing kit grants a character a +20% bonus to his Survival test to catch fish.

Flint & Tinder: The fastest and easiest way to start a fire, a character with flint and tinder can build a fire in one minute under normal conditions without having to roll his Survival skill. Games Masters may wish to impose penalties if the character is attempting to start a fire in a high wind or driving rain.

Grappling Hook: Tied to a rope, it can be lofted onto a battlement with a Throwing test. It will support the weight of 50 ENC or 50 SIZ, or any combination thereof.

Hammer: Useful in a variety of capacities, a hammer is a tool no adventurer should be without. If used as a weapon, it is treated as a club (wielded with a –10% penalty). Hammers may be used on inanimate objects without being destroyed.

Healer's Kit: Stocked with bandages, mortar and pestle, poultices, barber's tools, basic surgical equipment and everything else a healer needs to practise his trade on the road, a healer's kit is necessary for a character to use the Healing skill.

Lantern: A lantern provides clear illumination out to a three metre radius. It will burn for two hours on a flask of oil.

Lock Picks: An item no self-respecting thief would ever be without, lock picks allow a character to use his Mechanisms skill to pick a lock. The Games Master may assign penalties or bonuses to this test based upon the specific circumstances.

Mining Pick: A mining pick allows its user to chip his way through rock (albeit slowly). If used as a weapon, it is considered a club (wielded with a –10% penalty). Mining picks may be used on inanimate objects without being destroyed.

Oil, Flask: A flask of oil is enough to fuel a lantern for two hours, or, if broken on the ground and ignited, enough to sustain a small fire for one minute.

Papyrus Sheet: A sheet of thin, brittle paper, useful for taking notes, drawing maps or even making a rubbing of

a raised surface. A sheet of papyrus is a square, half a metre by half a metre.

Pole, 3 Metre: A long pole serves many useful purposes to an adventurer, from testing the stability of the ground ahead of him, to functioning as a crude yoke.

Quiver: Quivers can generally hold up to 30 arrows or crossbow bolts.

Rope, 10 Metres: An essential piece of equipment for an adventurer, a standard rope can support the weight of 50 ENC or 50 SIZ, or any combination thereof.

Animals, Transportation & Slaves

Animal	Cost
Bison	200 SP
Bull	250 SP
Cart	75 SP
Cat	2 SP
Chariot	600 SP
Cow	150 SP
Dog, domestic	2 SP
Dog, hunting	25 SP
Fowl	1 SP
Goat	50 SP
Hawk	400 SP
Horse, draft	400 SP
Horse, riding	350 SP
Horse, combat trained	500 SP
Mule	125 SP
Ox	200 SP
Pig	50 SP
Rhino	3,000 SP
Saddle & bridle	75 SP
Sheep	30 SP
Slave, adult	1,000 SP
Slave, child	200 SP
Slave, educated	5,000 SP
Slave, skilled	2,500 SP
Slave, youth	400 SP
Travel (by coach)	15 SP per kilometre
Travel (by post-horse)	20 SP per kilometre
Travel (by ship)	10 SP per kilometre
Travel (by wagon)	5 SP per kilometre
Wagon	300 SP
Zebra	300 SP

Sack, Large: A wide sack of leather or canvas, able to hold 10 ENC of equipment.

Sack, Small: A small sack can hold 5 ENC of equipment.

Scythe: Primarily a tool for harvesting grain, a scythe can be put to work as a weapon when necessary. If used as a weapon, it is considered a bill (wielded with a –10% penalty).

Slingbag: A simple carryall with a long strap to go over one shoulder. It can carry 15 ENC of equipment.

Spade: A small shovel, sometimes with a detachable handle. If used as a weapon, it is considered a club (wielded with a –10% penalty).

Torch, 1 Hour: A torch has one end wrapped in cloth and dipped in pitch or a similar flammable substance. It can be lit with flint and tinder in one round and will burn for one hour. A torch illuminates a three metre radius. If used as a weapon, it is considered a club (wielded with a –10% penalty), except that it does not inflict normal damage – instead, it inflicts 1D4 fire damage and a fumble or critical hit will also extinguish the brand.

Waterskin: A waterskin can hold enough water to sustain an adventurer for two days.

Writing Kit: A writing kit contains several vials of ink, as well as brushes and pens. The largest part of the kit is a thin sheet of wood, the same dimensions as a piece of papyrus.

Animals, Transportation & Slaves

The economies of many societies rely on animals for food, transportation and communication. Settlements nearer the frontiers of the wilderness will often trade exclusively in livestock, refusing to take coin for their goods. Most adventurers know the value of a good horse and some more creative types will sometimes find a use for animals of different kinds. Slavery is common in some societies with humans bought and sold as easily as cattle.

Food & Lodging

Merchants, explorers and adventurers can rarely expect to sleep in their own beds every night if, indeed, they possess homes. The following therefore illustrates the cost of living for those who are perpetually on the road.

Food & Lodging

Item	Cost
Lodging, poor	2 CP
Lodging, average	1 SP
Lodging, superior	5 SP
Food & drink, poor, 1 day	1 CP
Food & drink, average, 1 day	5 CP
Food & drink, superior, 1 day	2 SP
Trail rations, 1 day	5 CP

Magic Items

Though not common, adventurers in *RuneQuest* will eventually encounter magical equipment. By far the most valued are runes themselves (see page 65). However, runes are not the only magical items of use to an adventurer – two other common types are detailed here.

Crystals

As well as sometimes forming runes, the blood drops of warring gods can also coalesce into crystals of power when they hit the earth. Crystals can only be discovered, never created.

Crystal of the Dead: Formed from the blood of gods long dead, these crystals can be used to store a set number of Magic Points (to determine how many MPs a particular Crystal of the Dead can hold, roll 2D6+3). To store Magic Points within the crystal, a character simply needs to touch it for one Combat Round and expend the desired Magic Points. A Crystal of the Dead may not be filled beyond its original capacity. Stored Magic Points can be drawn upon by anyone touching the crystal to cast or overcharge spells, or to help with magical defence against spells.

Power Enhancer: Each of these crystals has a set POW score (to determine the POW score of a particular Power Enhancer, roll 1D3). A held Power Enhancer increases the Magnitude of spells with the Progressive trait by their POW score. For instance, a Strength 1 spell cast through a Power Enhancer with POW 2 would become a Strength

3 spell. Power Enhancers cannot offer partial boosts (a Power Enhancer with POW 3 always boosts Magnitude by three, never one or two).

Spell Enhancer: Each of these crystals has a set POW score (to determine the POW score of a particular Spell Enhancer, roll 1D4). Every spell cast through such a crystal is considered to be overcharged by a number of Magic Points equal to its POW score. See page 66 for more details on overcharging spells. Spell Enhancers cannot offer partial boosts (a Spell Enhancer with POW 2 always overcharges spells by two, never one).

Crystals

Item	Cost
Crystal of the Dead	100 GD x MP maximum
Power Enhancer	200 GD per POW point
Spell Enhancer	150 GD per POW point

Potions

Magical potions can often be bought in large settlements, brewed by those skilled in alchemy (this process is covered in the *RuneQuest Companion*). The following can be bought by any characters lucky enough to find a seller.

Antidote: When drunk, these potions will attempt to negate any disease or poison the character is suffering from. It will attempt to negate the most powerful ailment first (the one with the highest Potency). The sufferer immediately makes an opposed Resilience test (with a +40% bonus) against the ailment's Potency. In the case of diseases, a failed test will not cause the disease to apply its effects once more. The antidote will continue to cure ailments until the character fails one of the opposed tests (though ailments already cured remain cured).

Healing: These act as a Heal spell of Magnitude 1 to 6 when fully drunk.

Magic Replenishment: These potions restore Magic Points when fully drunk. Each potion will restore 1D6 Magic Points.

Crystals

Item	Cost
Antidote	15 GD
Healing	10 GD per Magnitude
Magic Replenishment	10 GD

COMBAT

Battles are an inevitable part of an adventurer's life and, indeed, many live for them. Whatever the Quest the Player Characters are currently embarking on, it is likely they will have to defeat a variety of enemies dedicated to their failure. From humble goblins to mighty demons, there are many foes in *RuneQuest* that are more than willing to cross swords in order to stop the completion of a Quest.

Anatomy of a Combat Round

Combat is divided into rounds. With 12 rounds in every minute, a single round roughly translates to five seconds of time, during which a character can perform one or more actions.

Each round is broken into Strike Ranks, which determine when a character can act. Quick and lithe characters will act first, while those wielding heavy weapons will act later. As characters are attacked, they will also have an opportunity to react to their enemies. Every Combat Round goes through the following steps:

1. **Determine Strike Ranks:** At the start of every Combat Round, roll D10 for each character and add the character's Strike Rank modifier. This will determine the character's Strike Rank – the order in which every character involved acts for the round.

For Example: Moontusk gets caught up in a scuffle with Alastor and his crony, Milkwort. At the beginning of the Combat Round, each combatant must determine their Strike Rank.

Moontusk rolls D10 and adds his Strike Rank modifier of 8 to the result, for a total of 13.
Alastor rolls D10 and adds his Strike Rank modifier of 5, for a total of 9.
Milkwort rolls D10 and adds his Strike Rank modifier of 7, for a total of 14.

2. **Characters Take 1st Action:** Each character involved in the combat performs one Combat Action in Strike Rank order. The character with the highest Strike Rank will act first, followed by the character with the second-highest Strike Rank, and so on until the character with the lowest Strike Ranks acts. Reactions, such as parries or dodges, are made during this process as appropriate.

3. **Characters Take 2nd Action:** After each character has completed his 1st action, characters with Combat Actions remaining (if any) may perform a second Combat Action, in Strike Rank order.

4. **Characters Take 3rd Action:** After each character has completed his 2nd action, characters with Combat Actions remaining (if any) may perform a third Combat Action, in Strike Rank order.

5. **Characters Take 4th Action:** After each character has completed his 3rd action, characters with Combat Actions remaining (if any) may perform a fourth Combat Action, in Strike Rank order.

6. **End of Combat Round:** Once all eligible characters have used up all their Combat Actions in the Combat Round, it is over. Fatigue is determined now, if applicable. If there are characters still engaged in combat with enemies, another Combat Round begins.

Strike Ranks

During every Combat Round, characters will act in order of Strike Rank, starting with the highest, resolving the actions of each character in turn. If two or more characters can act in the same Strike Rank, the characters will act in order of their DEX, with the highest going first. If two or more characters acting in the same Strike Rank have the same DEX score, they will act simultaneously.

Quickfire Variant Rule

If a quicker but less realistic combat is desired, the Games Master may use the quickfire variant rule. This rule makes a character take all of their Combat Actions at once in a Combat Round, in order of Strike Rank: If a character has 3 Combat Actions, he will take three consecutive actions when it is his turn in the Strike Rank order.

Note that while this speeds up a combat, it also robs it of many of its nuances. The Games Master should think carefully before implementing the quickfire rule.

A character's Strike Rank modifier is determined during character creation, as detailed on page 6.

Gaining Surprise

There will be times when one side in combat effectively gets 'the drop' on their enemies, launching an attack with surprise on their side. This may be because of a carefully planned ambush, the victims are just not paying attention or there may be a major distraction going on. Whatever the cause, surprise is gained whenever one side in a combat is completely unaware of the other when the first Combat Round begins. Whether a character is surprised or not is entirely down to the Games Master. He may require that the character makes Stealth tests to gain the edge on a victim or that the target of an attack may attempt a Perception test to avoid an ambush. Under other circumstances, there may be no tests to make – the Games Master can rule that surprise is automatic.

In combat as lethal as that of *RuneQuest*, surprise can be a powerful ally or a terrible enemy. A surprised character suffers a –10 penalty to his Strike Rank during the first Combat Round. In addition, he may only use Reactions against actions that occur after his own Strike Rank. Reactions are discussed on page 49.

The effects of surprise generally only last for the first Combat Round of a combat.

For Example: Laynea is ambushed by two broo. With a –10 modifier hampering her, she is only acting at Strike Rank 5. The leading broo is acting at Strike Rank 11, while his subordinate is acting at Strike Rank 4. When the leading broo attacks Laynea, she may not use any Reactions to prevent its attack, as its Strike Rank exceeds hers. However, Laynea may use Reactions against the subordinate broo, as its Strike Rank is lower than her own.

Combat Actions

The actions a character may take when it is his turn to act are detailed here. Note that some actions may take more than one Combat Action to perform and these may be stretched across several Combat Rounds if need be – this is useful if a character is casting a particularly long spell or wants to spend more time aiming at a target before attacking.

Aim: If using a ranged weapon, a character may spend time aiming at a target in order to deliver a more accurate attack. Every Combat Action spent aiming adds a +10% bonus to the character's ranged Weapon skill. This bonus only applies to the first attack the character makes with the weapon, which must be at the target being aimed at. A maximum of three Combat Actions may be spent aiming, for a +30% bonus. A character can take no other Combat Action or Reaction while aiming without losing the aim bonus.

Cast Spell: Spells often take many Combat Actions to complete. The full rules for casting spells are detailed in the Magic chapter.

Change Stance: The character may shift from one of the following stances to another: standing, prone, kneeling or sitting. Any adjacent enemy may make a Reaction free attack in response to this action.

Charge: If a character can move a minimum of five metres, he can make a charge. He may move a distance up to twice his Movement. This must be in a straight line and he must end up adjacent to an enemy. When the move is complete, a close combat attack may be made against the enemy. If the attack is successful, the character gains a bonus of +1D4 damage.

Close Combat Attack: The character can make a single close combat attack. The full rules for close combat attacks are detailed on page 47.

☒# If a delaying character wishes to interrupt a specific character's action as it occurs, or act immediately upon a specific trigger, the character must make a test appropriate to his interrupting action (a Weapon skill test if the character wishes to attack, for instance). If the trigger is capable of opposing the test with a test of its own relevant to its action, it may do so. Whoever wins the test acts first.

For Example: If Corio wishes to fire his bow just before the bell tolls, he needs to make a Bow Skill test. Failure means he is slightly late and acts after, rather than before, the bell's toll.

For Example: If Corio wishes to fire his bow at anyone who draws a knife in the group in front of him, he needs to make a Bow Skill test opposed by the opponent's Dagger Skill test. Failure means he is slightly late and acts after, rather than before, the dagger-wielder's Combat Action.

Regardless, once the character has acted, they are no longer delaying and their Strike Rank is modified appropriate to their new position in the Strike Rank order.

If a delaying character waits for an entire Combat Round and does not act at all, they may choose to either keep their current Strike Rank or re-roll at the beginning of the following Combat Round.

Fighting Retreat: The character backs away slowly from an opponent but does not lower his guard. He may move up to half his Movement directly away from an enemy he is fighting.

Flurry: A character may use all of his remaining Combat Actions at once, rather than waiting for other characters to act. Each blow struck in a flurry is at –20% to Weapon skill, since the character is sacrificing technique for speed.

Move: The character moves quickly but not at a flat-out run (that is fleeing or charging). Any adjacent enemy may make a Reaction free attack in response to this action. The character may move a distance up his Movement score.

Ranged Attack: The character can make a single ranged attack. The full rules for ranged attacks are detailed on page 52.

Defend: A character may defend himself, effectively adding +20% to any Dodge skill tests or parrying Weapon skill tests he is called upon to make until the beginning of his next Combat Action.

Delay: A character may pause to assess the tactical situation around him, then choosing the precise moment to act.

☒# If a delaying character merely wishes to act after a specific character has acted, they wait until that character has finished their Combat Action. The delaying character's Strike Rank is then altered to reflect their new place in the Strike Rank order and they act as normal.

Ready Weapon: Drawing a sword from its sheath, unhooking an axe from one's belt, nocking an arrow to one's bow – all these actions require the Ready Weapon Combat Action. A single Ready Weapon action can also include dropping a weapon currently held to the floor and then drawing a new one. Sheathing one weapon and drawing another takes two Combat Actions, as does readying two weapons. Ranged weapons can be reloaded with this action – this takes as many Combat Actions as noted in the weapon's description.

Skill Use: The use of skills during combat is covered in more detail in the Skills Chapter.

Sprint: A character can run as fast as he can, regardless of threatening enemies. Any adjacent enemy may make a Reaction free attack in response to this action and gains a +20% bonus for the attack. The character may move a distance up to twice his Movement score.

Other: The actions detailed above are the most common players will want to attempt in a Combat Round. However, the open-ended nature of roleplaying games, not to mention the ingenuity of players, means that characters may end up doing many different things not covered in these rules. When this happens, it is up to the Games Master to determine the effects of the attempted action and how many Combat Actions it will take to complete.

Close Combat Attacks

When a character is adjacent to an enemy, he may use a Combat Action to make a close combat attack. Alternately, the character may have charged an enemy or attacked with a flurry of rapid blows. Regardless of the specific Combat Action that initiates the attack, all close combat attacks are handled in the following manner:

1 – Making the Attack

An attack is made by simply rolling D100 and comparing it to the character's skill in the weapon he is using.

If a character rolls equal to or lower than his Weapon skill, he has hit his target. Move on to Target Reaction.

If a character rolls greater than his Weapon skill, he has missed his target.

2 – Target Reaction

If the target has any Reactions left, then this attack may be opposed. The target may attempt to dodge or parry the attack, as they choose. However, only one Reaction may be made to each successful attack. See page 49 for more details on Reactions.

If the enemy has no Reactions left, then this attack is unopposed. Move straight on to Damage Resolution.

3 – Damage Resolution

If the attack is successful, damage is rolled. Each weapon has its own Damage score, to which is added the attacker's Damage Modifier in order to determine the total damage being dealt.

A D20 is rolled alongside the damage roll, in order to determine the location of the target being struck, as shown on page 55.

If the damage is greater than the target's SIZ at this point (before armour points are deducted), Knockback occurs (see page 56).

If the defender is armoured in the location that is hit, the armour may absorb some of this damage. Reduce the attack's damage by the armour points (AP) of the location's armour.

4 – Damage Application

Apply any remaining damage to the location's hit points. Loss of hit points to a particular area may well have additional effects, especially if the total hit points in that location have been reduced to 0 or less. See page 54 for more details on damage and injuries.

Close Combat Situational Modifiers

There are various modifiers which may be applied when using a weapon, as shown on the Situational Modifiers table. These modifiers are applied to attacks, parries and dodges equally. The skill modifier applies directly to the skill in question.

Critical Hits

Critical hits are strikes that cause exceptional carnage, causing the maximum possible damage for the weapon used. Such strikes often permanently debilitate the location struck and represent particularly crushing

Close Combat Situational Modifiers

Situation	Skill Modifier[1]
Target is helpless	Automatic Critical Hit
Target surprised[2]	+20%
Target prone or attacked from behind	+20%
Attacking or defending while on higher ground or on mount	+20%
Attacking or defending while prone	–30%
Attacking or defending while on unstable ground	–20%
Free motion of weapon arm obstructed (for example, a wall on the right side of a right-handed swordsman)	–10%
Attacking or defending while underwater	–40%
Defending while on lower ground or against mounted foe	–20%
Fighting in partial darkness	–20%
Fighting in darkness	–40%
Fighting while blind or in pitch black	–60%

[1] These modifiers are cumulative – attacking a surprised target who is on lower ground increases the attacker's Weapon skill by 40%.

[2] A surprised character may only use Reactions against attackers with a Strike Rank lower than their own.

blows, powerful swings and lethally accurate strikes. Skilled warriors are more likely to deal critical hits to their enemies but even the lowest untrained peasant can sometimes surprise an opponent.

Every Weapon skill a character possesses has a critical score. A critical score is simply the Weapon skill's score, divided by ten, rounded down. Hence a character with a Weapon skill of 23 has a critical score of 2, while a character with a Weapon skill of 79 has a critical score of 7.

If the D100 attack roll is not only lower that the Weapon skill, but also lower than or equal to the character's critical score with that weapon, then the attack is considered a critical hit.

For Example: Akresha the Reaver attacks a trollkin with her great hammer. She has a Great Hammer Skill of 65 and rolls 02 on the D100. The roll is within the critical score of 6 – Akresha has scored a critical hit.

A critical hit automatically causes maximum damage for the weapon in question. Damage modifiers, such as that derived from statistics, are not maximised.

For Example: Akresha normally causes D10+3 damage with her great hammer, +1d4 from her own close combat damage

modifier. The critical hit maximises the great hammer's damage to 13, though she must roll the 1d4 and add its result as normal.

Impaling Close Combat Attacks

Some thrusting and piercing weapons, such as spears and shortswords, do even more damage on a critical hit than other weapons, as the shaft or blade penetrates deep into the enemy's body and will quite likely stay there.

A character that scores a critical hit with an impaling weapon causes maximum damage as normal. However, the character also has an additional choice – whether to yank the weapon free (causing more damage) or to leave the enemy impaled.

Yanking

Yanking the weapon free requires a brute force Athletics test. If successful, the character automatically causes normal (not maximised) damage for the weapon once more, to the same location as the original strike, and has also regained their weapon for use.

If the brute force Athletics test fails, 1D4 damage is inflicted upon the impaled enemy's stricken location and the weapon remains stuck.

Impaled Enemies

Impaled enemies suffer from a –20% penalty to all skill tests, including Weapon skills, due to pain and physical difficulty. This penalty is cumulative – a character impaled by two arrows suffers a –40% penalty.

A successful unarmed close combat attack that targets an enemy's impaled location (using the precise attack rules detailed below) results in the attacking character laying hold of the impaling weapon. They may immediately attempt to yank it free (see above).

The impaled creature may also spend a Combat Action to yank the impaling weapon free themselves (this does not require an unarmed attack).

Another character may remove the impaling weapon in a cleaner and less agonising manner through the use of the First Aid skill (see page 24).

Precise Attack

A character may make one precisely aimed attack in order to strike a specific hit location, bypass a target's armour, strike a target's weapon or disarm an enemy. Precise attacks are just like normal attacks, in that they can cause critical hits and be parried or dodged as normal.

Precise attacks may not be made as part of a charge or flurry. All precise attacks are very difficult; the character's Weapon Skill suffers a –40% penalty. Precise attacks cannot be combined in a single strike.

Bypass Armour

A precise attack can be used to find chinks in an opponent's armour, bypassing its protection. Instead of choosing a hit location, the character determines it normally but if successful in his attack, will ignore all AP (armour points, see page 54) of the location he hits.

Disarm

The attacker declares that he is attempting to disarm the target of a single held weapon. If the attack successfully strikes the opponent, no damage is caused and instead an opposed Weapon skill test is made (see page 20 in the Skills chapter). If either combatant is using a weapon in two hands, they gain a +20% bonus to this test. Should the attacker succeed, his opponent's weapon flies 1D6–1 metres in a random direction (a result of 0 metres places it at the defender's feet).

Location Strike

The attacker declares that he is aiming for a specific hit location of the target's body. If successful, this strike automatically hits the desired location, instead of using the normal Humanoid Hit Location table (see page 55).

Strike Weapon / Shield

The attacker declares that he is attempting to attack the target's held weapon or shield. If the attack is successful, any damage is dealt directly to the opponent's weapon, using the rules for attacking inanimate objects in the Adventuring chapter on page 93. Natural weaponry may not be attacked in this way.

Reactions

When a character is attacked, he will usually get the chance to make a Reaction. A character can make as many Reactions in a Combat Round as he has Combat Actions. Unlike Combat Actions, Reactions are not made during a character's Strike Rank but are made in response to the Combat Actions of enemies.

There are four types of Reaction – dodge, parry, dive for cover and free attacks.

Using a Reaction does not take away from a character's Combat Actions for the round. Thus, if Laynea has three Combat Actions in a round, she may also make up to three

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Reactions. Her Reactions in any given round could be three dives, three dodges, three parries, three free attacks or any combination of these.

Reactions are declared after the trigger event has occurred but before its effects are applied. For instance, the trigger event for a dodge or parry is a successful attack upon the character; the dodge or parry resolution occurs after the attack has been determined as a hit but before any damage is allocated.

Only one Reaction may be made in response to a single trigger event, no matter how many Reactions a character has available.

Dodge

Trigger Event: A successful ranged or close combat attack being made against the character.
Restrictions: Helpless characters may not dodge.
Penalties: A mounted character suffers a –30% penalty to his Dodge skill. If a character has his back to a wall, cliff, more enemies or is otherwise impeded from freely dodging in any direction, he will suffer a –20% penalty to his Dodge skill.

A character may choose to try to move out of the way of an incoming attack, avoiding it altogether. This uses the Dodge skill. Note that dodging an attack usually does not mean a wild leap to one side, but rather the character shifts his body just enough (he hopes) to allow the blow to bypass him harmlessly.

A dodge opposes the attacker's Weapon skill to the target's Dodge skill in a roll similar to an opposed skill test, except that the attacking and defending players each roll D100 and compare their results on the Dodge table.

Attack Succeeds as Normal: The dodge attempt failed and the attack resolves damage as normal.

Attack Succeeds and becomes Critical Hit: The dodge attempt was a disaster and the defender opens himself up for worse damage than he was otherwise exposed to – the attack is upgraded to a critical hit.

Attack Fails: The dodge is a success and the attack is evaded. The attack is considered to have missed and therefore causes no damage.

Attack Succeeds but Inflicts Minimum Damage; Defender Forced to Give Ground: The dodge is partially successful. The attack still causes damage, however the damage is the minimum possible for the weapon in question. Damage modifiers, such as that derived from statistics, are not minimised. If the attack being dodged was a critical hit, it instead inflicts normal damage. The defender must also Give Ground.

Attack Fails; Attacker Overextended: The dodge is a success and the attack is evaded. The attack is considered to have missed and therefore causes no damage. The defender has also dangerously Overextended his reach.

Giving Ground
A character forced to Give Ground immediately retreats his Movement directly away from the attacker. The attacker has the option of either immediately following up and remaining adjacent to the defender, by making the same Movement, or remaining where he is. Neither

Dodge

Attacker's Roll (Weapon Skill)	Defender's Roll (Dodge Skill)		
	Failure	*Success*	*Critical Result*
Failure	Attack succeeds as normal	Attack fails	Attack fails; attacker Overextended
Success	Attack succeeds as normal	Attack succeeds but inflicts minimum damage; defender forced to Give Ground	Attack fails
Critical Result	Attack succeeds and becomes critical hit	Attack succeeds as normal	Attack succeeds but inflicts minimum damage; defender forced to Give Ground

the movement of the defender or the attacker cost any Combat Actions or Reactions in this case.

If the defender cannot Give Ground their full Movement, they will move as far as possible and then stop.

Overextended

An Overextended attacking character is thrown off balance, as he overreached in an attempt to hit the dodging character. This imposes a –20% penalty on the next Reaction the attacking character takes, as he tries to recover his balance. As soon as the Overextended character performs another Combat Action, he recovers from his Overextension.

Parry

Trigger Event: A successful close combat attack being made against the character.

Restrictions: Helpless characters may not parry. Ranged attacks may not be parried.

Improvisation: Parrying with improvised items, such as crossbows or fallen logs, is usually done using the Shield Skill, though the Games Master may decide a particular Weapon skill is more appropriate in other cases (such as the Club Skill for tree branches).

To make a parry, a character must place his weapon or shield in the path of his attacker's and try to block or deflect the blow. As characters will soon discover when fighting, some weapons are better at parrying than others, just as some weapons are harder to block. As the player grows in experience with *RuneQuest*, characters will begin to learn when it is best to parry an attack and when it is best to dodge.

A parry attempt is similar to a dodge attempt. A parry opposes the attacker's Weapon skill to the target's Weapon skill (if parrying with a weapon) or Shield Skill (if parrying with a shield), in a roll similar to an opposed skill test, except that the attacking and defending players each roll D100 and compare their results on the Parry table.

Attack Succeeds as Normal: The parry attempt failed and the attack resolves damage as normal.

Attack Succeeds and becomes Critical Hit: The parry attempt was a disaster and the defender opens himself up for worse damage than he was otherwise exposed to – the attack is upgraded to a critical hit.

Attack Fails: The parry is a complete success and the attack's energy is diverted entirely away from the defender. The attack is considered to have missed and therefore causes no damage.

Attack Succeeds but AP of Parrying Weapon/Shield is Deducted from Damage: The parry is at least partially successful. The attack still causes damage, however the damage is reduced by the AP of the parrying weapon or shield. The amount deducted from the attack's damage may also be the ½ or double the parrying weapon/shield's AP, depending on the specific result on the Parry table.

Attack Fails; Defender may Riposte: The parry is a complete success and the attack's energy is diverted entirely away from the defender. The attack is considered to have missed and therefore causes no damage. The attacker has also left himself wide open for a Riposte, which the defender may immediately take advantage of.

Parry

Attacker's Roll (Weapon Skill)	Defender's Roll (Weapon or Shield Skill)		
	Failure	*Success*	*Critical Result*
Failure	Attack succeeds as normal	Attack succeeds but 2xAP of parrying weapon/shield is deducted from damage	Attack fails; defender may Riposte
Success	Attack succeeds as normal	Attack succeeds but AP of parrying weapon/shield is deducted from damage	Attack succeeds but 2xAP of parrying weapon/shield is deducted from damage; defender may Riposte
Critical Result	Attack succeeds and becomes critical hit	Attack succeeds but ½ AP of parrying weapon/shield is deducted from damage	Attack succeeds but AP of parrying weapon/shield is deducted from damage

Riposte

Successfully parrying an opponent can sometimes leave him off balance and in a vulnerable stance, making it easier to strike him. A Riposte is a free attack against the attacker. In order to make the free Riposte attack, the defender must have an available Reaction to spend. Free attacks are discussed below.

Free Attacks

Trigger Event: Free attacks are made in response to certain adjacent enemy actions (see below).
Restrictions: Helpless characters may not make free attacks. Free attacks must always be close combat attacks.

There are situations in which a character may gain one or more free close combat attacks in a round because of the actions of enemies adjacent to him. Basically, certain physical acts leave the enemy open to opportunistic strikes. The following situations will grant a free attack, as long as the reacting character is adjacent to the acting enemy:

- ☒ If the enemy makes a ranged attack. If the free attack causes damage, the ranged attack fails.
- ☒ If the enemy casts a spell. If the free attack causes damage, the caster must make a Persistence test or the spell fails.
- ☒ If the enemy readies a weapon. If the free attack causes damage, the enemy must make a Dodge test or drop the weapon instead of readying it.
- ☒ If the enemy stands from prone. If the free attack causes damage, the enemy must make an Athletics test or remain prone.
- ☒ If the enemy moves away from the character without using the Fighting Retreat Combat Action. If the free attack causes damage, the enemy's Movement for that particular move is halved.
- ☒ If the enemy moves adjacent to the character without using the Charge Combat Action (which must be targeted at the character). This includes enemies who move through an adjacent area to the character en route to a further destination.
- ☒ If the enemy leaves himself open for a Riposte.

Free attacks are always single close combat attacks – they may not be charges, flurries or precise attacks. Enemies may parry or dodge free attacks with Reactions as normal.

Dive

Trigger Event: An area effect taking place that encompasses the character.
Restrictions: Helpless characters may not dive. Targeted attacks may not be evaded with a dive. A character that has nowhere to dive to (balancing on a rope above a lake of lava), may not dive. A prone character may not dive.
Penalties: A mounted character may not dive and remain mounted. A mounted character may dive with a –30% penalty to Dodge skill, but automatically dismounts when he does so.

Some attacks, such as dragon's breath and many destructive spells, will affect an entire area rather than just target a single character. These attacks can be very difficult to avoid and all a character can do is hurl himself to the ground to escape the worst of the effects. Area effects apply their damage to every hit location and thus are incredibly dangerous to characters.

To dive for cover against an area attack, a character must succeed in a Dodge skill test. If successful, he will halve the damage dealt by the attack. A critical success avoids all damage dealt by the attack.

Any character that attempts a dive, whether successful or not, becomes prone.

Ranged Attacks

Ranged weapons such as slings, bows and even the occasional pebble make attacks a little differently from close combat weapons. Ranged weapon attacks are usually initiated through the Ranged Attack Combat Action. Ranged attacks may not be used as part of a charge or flurry. Regardless of the specific Combat Action that initiates the attack, all ranged attacks are handled in same manner as close combat attacks, with the following exceptions:

Loading Ranged Weapons

When a ranged weapon is readied, it is either in hand (for throwing weapons) or loaded (for bows and other projectile weapons). While readying most ranged weapons take only a single Combat Action, others take more than one Combat Action to reload. The number of Combat Actions it takes to load a ranged weapon is listed in its statistical entry in the Ranged Weapons table, page 37.

Ranged Attack Situational Modifiers

Situation	Skill Modifier
Wind[1]	
Strong wind	–10%
High wind	–20%
Fierce wind	–40%
Hurricane	Attack automatically fails
Target Movement[1]	
Target has moved 10m or more since attacker's last Combat Action	–10%
Target has moved 30m or more since attacker's last Combat Action	–20%
Target Visibility[1]	
Target obscured by smoke, mist or is in partial darkness	–20%
Target obscured by thick smoke, fog or is in darkness	–40%
Target Size[1]	
Per 1 SIZ target is under SIZ 5	–10%
Per 10 SIZ target is above SIZ 20	–10%
Target Condition[1]	
Target is helpless	+10%
Target surprised[2]	+10%
Target prone	–20%
Attacker Condition[3]	
Attacker is prone	–20%
Attacker is underwater[4]	–20%
Attacker is on unstable ground	–20%
Attacker is blinded	–40%

[1] Modifiers within these sections are not cumulative. However, modifiers from different sections are cumulative. Therefore, shooting at a target within a mist that has moved more than 10m since the attacker's last Combat Action imparts a –30% penalty.

[2] A surprised character may only use Reactions against attackers with a Strike Rank lower than their own.

[3] Attacker condition modifiers are cumulative.

[4] Only thrown weapons may be used underwater. Bows and other projectile weapons will automatically miss if fired underwater.

Range

A target within the weapon's Range may be attacked without penalty. A target within double the weapon's Range may be attacked, but the attacker's effective Weapon skill is halved (before other modifiers are applied). Attacks against targets beyond the weapon's Range automatically fail.

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Dodging and Parrying

The target may attempt to dodge the attack, but may not normally parry it (though some shields may parry ranged attacks).

Damage Modifier

A character's damage modifier may or may not apply to a ranged weapon's damage, depending on the particular weapon. Whether a ranged weapon applies a character's damage modifier is listed in its statistical entry in the Ranged Weapons table, page 37.

Impaling Ranged Attacks

A character that impales an enemy with a ranged attack (a thrown spear or fired arrow) obviously does not have the option of immediately attempting to yank out the projectile.

Precise Attacks

A character may not attempt to disarm targets with ranged attacks, nor may he attempt to strike a target's weapon or shield. Precise ranged attacks made to bypass armour or hit a specific location operate normally.

Cover

If a target is in cover or partially covered by an object (such as a wall, door or fence), any attack that hits a covered location will instead hit the object. See Inanimate Objects on page 93. Cover affects both ranged and close combat attacks.

For Example: Three archers launch arrows at a guardsman standing at a window. This particular window is small and narrow, obscuring the guardsman except for his Head and Chest, which are visible. All three archers roll successful attacks, then roll to see which hit locations the arrows strike.

The first hit location rolled is the Left Leg, the second is the Abdomen and the third is the Head. The arrows destined for the Left Leg and Abdomen bounce harmlessly off the stone sill of the window, as both those locations have cover. The third arrow, however, strikes the Head as normal, as it is not behind cover.

The normal method of overcoming the impediment of cover is to use precise attacks to aim for specific uncovered locations.

Firing into a Crowd

When firing a ranged weapon into a crowd, close combat or any group where the target is adjacent to one or more other potential targets, there is always a chance the character will hit someone other than the target he was aiming at.

When firing into a crowd, the Games Master will determine which locations of the target have cover from the ranged attack. The ranged attack is then resolved as normal for a target behind cover.

If a covered location is hit by the attack, the firer has hit one of the individuals adjacent to the target (the Games Master will decide who). The accidental target may use Reactions against this attack as normal. If the attack damages the accidental target, roll the hit location randomly.

If the accidental target successfully dodges a ranged attack, the projectile continues on its original path and may strike the intended target. The intended target may use Reactions against this attack as normal.

A character may not make a precise attack when firing into a crowd.

Armour

Any good adventurer knows that even a thin layer of leather can make the difference between life and death in combat, and thick plate armour can make a good fighter almost invulnerable.

Whenever a character is hit, the damage will be reduced by the armour point score of the location struck.

Wearing Armour

While the protective qualities of armour are obvious, the sheer bulk of heavy leather or metal can slow a character down drastically. Characters will often have to balance the protection granted by armour with the ability to move speedily when needed. The penalties armour can inflict upon a wearer depend on its weight (ENC) and its restrictiveness (Skill Penalty). The Equipment chapter features several types of armour, starting on page 38.

Damage

When a character successfully scores damage against a target, the damage must be deducted from a specific hit location. Every weapon has a damage rating, which is listed in its statistical entry in the relevant Weapons table in the Equipment chapter. This is the amount of dice rolled when the weapon successfully hits a target, to which is added the attacker's Damage Modifier.

Hit Locations

A successful attack will damage a specific hit location. To determine which location has been hit, roll 1D20 and compare the number rolled with the Humanoid Hit Location table.

Humanoid Hit Location

D20	Hit Location
1–3	Right Leg
4–6	Left Leg
7–9	Abdomen
10–12	Chest
13–15	Right Arm
16–18	Left Arm
19–20	Head

Some unusual creatures have slightly different hit location tables to reflect their own unique physiology. Such creatures will have their modified Hit Location tables listed with their description.

The amount of damage is deducted from the hit points of this location. So long as the location has hit points remaining, the character will suffer no further effects. If the location is reduced to zero hit points or less, then the character is injured:

Location's Hit Points reduced to 0

The location has suffered a Minor Wound. The location will be permanently scarred and the character loses his next Combat Action.

Location's Hit Points reduced to -1 or more

The location has suffered a Serious Wound. The location is permanently scarred and the character loses his next 1D4 Combat Actions.

One-Armed Warriors

Characters seriously injured in past combats may enter battle missing the odd limb – this is by no means unusual in *RuneQuest*! If such a character is hit in a location that he no longer possesses, the attack misses. Note that if the character has replaced his lost limb with an artificial version – such as a wooden leg – then the attack does not miss – it strikes the replacement limb and causes damage as normal.

Limbs

A limb will be rendered useless by a Serious Wound, until the location is restored to 1 hit point or more, or if the character receives First Aid (see page 24). If a leg is rendered useless, the character drops prone.

Abdomen, Chest or Head

A character with either the Abdomen, Chest or Head suffering a Serious Wound must immediately make a Resilience test or fall unconscious. If the character remains conscious, this test will have to be repeated at the end of every Combat Round, until the location is restored to 1 hit point or more, or the character receives First Aid (see page 24).

Location's Hit Points reduced to a negative score greater than its starting Hit Points

The location has suffered a Major Wound. The location is permanently scarred and the devastating extent of the injury may well permanently maim or kill the character.

Limbs

A limb will be either severed or mangled by a Major Wound. The limb is considered to be either missing (severed) or maimed. The character drops prone and must immediately make a Resilience test or fall unconscious. If the character remains conscious, this test will have to be repeated at the end of every Combat Round, until the location is restored to 1 hit point or more, or the character receives First Aid (see page 24). If the location does not recover within a number of Combat Rounds equal to the character's CON+POW, the character dies from blood loss and shock.

Abdomen, Chest or Head

A character with either the Abdomen, Chest or Head suffering a Major Wound must immediately make a Resilience test or die. If the character lives, another Resilience test must be made to stay conscious. Both tests will have to be repeated at the end of every Combat Round, until the location is restored to 1 hit point or more, or the character receives First Aid (see page 24). If the location does not recover within a number of Combat Rounds equal to *half* the character's CON+POW, the character dies from blood loss, shock and internal injuries.

COMBAT

One Useless or Missing Arm

A character that has one arm rendered useless drops anything held in that arm's hand. The character may not use any weapon that requires two hands, such as great axes or bows. They also suffer a –20% penalty to any Skill that normally relies upon using two arms or hands, such as Athletics tests to swim or Boating tests to paddle.

Two Useless or Missing Arms

A character that has both arms rendered useless drops anything held in either arm's hand. The character may not use any weapon. Most Skills based on STR or DEX are impossible, though some (such as Athletics and Dodge) only suffer a –30% penalty.

One Useless or Missing Leg

A character that has one leg rendered useless may only stumble along. This halves their Movement score. They also suffer a –10% penalty to any Skill that relies upon physical mobility, such as Athletics, Dodge, Stealth and most Weapon skills.

Two Useless or Missing Legs

A character that has both legs rendered useless may only crawl – their Movement is reduced to 1 metre and they will be prone until at least one leg is restored. Most Skills that rely upon physical mobility are impossible, though some (such as Dodge and Stealth) only suffer a –30% penalty.

Knockback

As well as causing great amounts of damage, exceptionally powerful attacks can send a character sprawling backwards under the force of the blow. This is called Knockback and a clever adventurer can often use it to his advantage. Knockback can occur when a character is hit by ranged or close combat attacks.

Knockback occurs after Reactions (if any) have been completed, but before armour points are deducted from the attack's damage. If the damage at this point exceeds the target's SIZ, the target is knocked backwards 1 metre by the force of the attack.

For every five full points the damage exceeds the target's SIZ, they are knocked back an additional metre.

For Example: Badgerwick is struck by a ballista bolt that causes 18 damage. Badgerwick only has a SIZ of 12 and is therefore knocked back 2 metres.

A character that suffers from Knockback must also succeed at an Acrobatics test or fall prone.

If a character is knocked back into a wall or other solid object, he must make a Dodge skill test or suffer 1D4 damage to a random hit location as they slam into the obstruction.

If the character who caused the damage did so as part of a Charge Combat Action, the distance the target is knocked back is doubled.

Mounted characters suffering from Knockback can add the SIZ of their mount to their own if they make a

successful Riding Skill test. If this roll is failed, only the character's own SIZ is used and any Knockback will cause him to be knocked off his mount.

Two Weapon Use & Shields

If a character is not harnessing the raw power of a two-handed weapon, then he will usually take either a second weapon or a shield into combat.

Two Weapon Use

A character wielding two weapons or a weapon and a shield may use the off-hand item to either:

☒# Parry one additional attack per Combat Round (over and above the normal Reaction allowance)

OR

☒# Gain a single bonus Close Combat Attack action. This bonus attack may not be a precise attack and suffers a –20% penalty to the relevant Weapon or Shield Skill.

Mounted Combat

The best way to fight is from horseback, or the local equivalent. The mounted warrior's view of the battlefield is better and he has the 'high ground' over his infantry opponents. However, that advantage depends on the mount as much as it does the man, and a wise knight remembers this. The following rules assume that the mount is trained for combat.

A mounted adventurer can use no weapon at a Skill level greater than his Riding skill score.

For Example: If Sir Cedric has a 1H Sword skill of 58%, but a Riding skill of 45%, while he is on horseback his 1H Sword skill is 45%.

A mounted warrior has a +20% bonus to his attacks and parries (though not his dodges) against adjacent opponents on foot; a character on foot defending against a mounted attacker suffers a –20% penalty to

his Reaction skill. These modifiers are summarised in the Close Combat Situations table (see page 48). These modifiers do not apply if the target on foot is as tall as the mounted character is while mounted. For instance, for a normal human cavalryman, an opponent three meters tall or taller will cancel these modifiers.

A mounted warrior is prohibited from using weapons dependent on a 2H Weapon skill, Polearm or Staff while mounted.

A mounted character uses his mount's Movement score when moving rather than his own.

Hit Locations in Mounted Combat

A mounted warrior striking downward will usually hit only the top half of the target. Unless the mounted combatant is using a weapon dependent on the Spear skill, re-roll the location for all Leg hits by mounted attackers against opponents on foot.

A footsoldier striking upward will usually be unable to hit the target's head. Unless the footsoldier is using a weapon dependent on the Spear, Polearm or a 2H Weapon skill, re-roll the location for all Head hits by footsoldiers against mounted combatants.

Untrained Mounts

The rider of a mount unused to combat must make a Riding Skill test at the start of each Combat Round.

Failing this test will cause the horse to automatically use the Move Combat Action at every opportunity for the remainder of the Combat Round.

Succeeding this test allows the horse to be treated as a trained mount for the remainder of the Combat Round.

Unarmed Combat

A character forced to fight with just his fists and feet can be at a real disadvantage. Unarmed attacks deal 1D3 points of damage on a successful strike. In addition, an unarmed attack may only parry another unarmed attack. They may never parry weapons.

Parried Unarmed Attacks

If an unarmed attack is parried (the opponent's parry test is a success or critical success) by a crafted or natural weapon, the attacker will immediately suffer the rolled damage of the parrying weapon, with no damage modifier, to the limb he is using. This is in addition to the normal effect of the parry.

Natural Weapons

Natural weapons such as the teeth and claws of monsters are counted as weapons and not unarmed attacks. The damage they deal is listed in the monster's description. They may parry other natural weapons or unarmed attacks, but not crafted weapon attacks. Strikes using Martial Arts (page 28) count as natural weapons rather than standard unarmed attacks.

Grappling

Sometimes an adventurer will be interested in restraining an enemy rather than slaying them outright – this is where grappling comes in. A grapple attack is made in the same way as a normal unarmed or natural weapon attack but must be declared as such before any dice are rolled.

Should the attacker hit with his grapple attack, no damage is initially caused. Instead, the attacker then opposes an Unarmed skill test to the target's Unarmed skill, Weapon skill or Dodge skill (target's choice), in a roll similar to an opposed skill test, except that the attacking and defending players each roll D100 and compare their results on the Grapple table.

Grapple Fails: The grapple attempt fails and the attack is considered to have missed.

Grapple Succeeds: The grapple attempt is successful and the two combatants are now grappling.

Grapple Succeeds; Attacker may Immediately make Immobilise or Throw attempt (attacker's choice): The grapple is a phenomenal success. The two combatants are now grappling and the attacker may immediately follow up on this success by attempting either a Throw or Immobilise manoeuvre.

Grapple Fails; Defender may Riposte: The grapple fails badly. The attack is considered to have missed and therefore causes no damage. The attacker has also left himself wide open for a Riposte, which the defender may immediately take advantage of. See page 52 for details on Ripostes.

Martial Arts

Note that a character with Martial Arts may use his Martial Arts skill rather than any other skill in the grapple rules.

Grappling Combatants

Grappling combatants will remain locked together until one combatant breaks free or is thrown out of the grapple. Grappling combatants suffer a –20% penalty to any tests that do not target or directly respond to their grapple partner. Grappling combatants may not use Reactions.

A grappling combatant is restricted to the following special Combat Actions

Grapple

Defender's Roll (Dodge, Unarmed or Weapon Skill)			
Attacker's Roll (Unarmed Skill)	*Failure*	*Success*	*Critical Result*
Failure	Grapple fails	Grapple fails	Grapple fails; defender may Riposte
Success	Grapple succeeds	Grapple fails	Grapple fails; defender may Riposte
Critical Result	Grapple succeeds; attacker may immediately make Immobilise or Throw attempt (attacker's choice)	Grapple succeeds	Grapple fails; defender may Riposte

Break Free: To break out of a grapple, the character makes a grapple attempt, designating himself as the defender. The character may only use the Unarmed skill or a Natural Weapon skill in this case. Compare the opposed results on the Grapple table – a result of 'grapple fails' means the character has succeeded in breaking free and the combatants are no longer grappling, though they will be adjacent.

Immobilise: This is simply holding the enemy in place so they can attempt no actions other than to break free of the grapple. While immobilised, enemies are considered helpless. It takes a successful Unarmed skill test to immobilise an opponent – this test suffers a penalty equal to the opponent's DEX+STR.

Inflict Pain: By exerting pressure at key points or cutting off air supply, a character can cause serious damage to his opponent while grappling. It takes a successful Unarmed skill test to inflict pain – this test suffers a penalty equal to the opponent's DEX+CON. If this skill test succeeds, the damage is 1D6 + damage modifiers and applies to a random location.

Throw: By using leverage and a modicum of brute force, a character can throw his opponent away from him. It takes a successful Unarmed skill test to throw an opponent – this test suffers a penalty equal to the opponent's DEX+SIZ. If this skill test succeeds, the opponent is thrown 2 metres and suffers 1D6 damage, applied to a random location. The grapple ends in this case.

ᕼero Poinτs

What separates the Player Characters from the Non-Player Characters are Hero Points. These are the marks of true heroes, allowing them to survive in a dangerous world, for they are obviously destined for greatness. Every character starts with a fixed number of Hero Points that are used throughout his adventures and Quests. See the Improving Adventurers chapter on page 94 for information on gaining Hero Points.

Hero points can be used in a variety of ways. One Hero Point is deducted form the character's total every time one of the following options is taken.

Second Chance: A character can re-roll any dice roll that affects his character. This can be a skill test, damage

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roll or anything else that has some effect on him. He can even force an opponent to re-roll an attack or damage roll made against him.

Glancing Blow: A character who suffers a Major Injury may spend a Hero Point and downgrade that injury to a Serious Injury. This simultaneously reduces the damage so that it is at a negative score equal to its starting hit points.

Luck of the Heroes: A Hero Point may be spent to alter the storyline of the current scenario in some minor way. This may only be done with the approval of the Games Master and allows a character to become truly lucky for a short period of time. For example, a character who surrenders and is then taken hostage may spend a Hero Point to be granted a chance of escape. The player may decide he is unlocked from his chains by a slave looking for revenge on his masters, that he finds a wire to pick locks with on the floor of his cell or the chains are corroded and may yield to his brute strength. The suggested course of action should always be plausible in the situation.

Legendary Abilities: The character may spend Hero Points to acquire a Legendary Ability he has qualified for. For more details see the Improving Adventurers chapter on page 98.

Example of Combat

Ted's character Prints, along with Dawn's character Ambassador Vallon and Ally's character Sergeant Bruka, are walking down an dark alley in the city of Taishin. They are discussing the difficult ongoing negotiations between the Taishin government and the Gunshak people... and not paying much attention to their surroundings.

Unbeknownst to the players, the Games Master (Matt) has organised an ambush for them – a quintet of trollkin thieves have marked the ambassador's fine clothing and have blocked off the furthest end of the alley with a toppled draycart. Two trolkin, Scrik and Klesh, are perched on top of the draycart, using it as cover (they intend to throw rocks). Two more trollkin, Fego and Amn, are sneaking up behind the Player Characters, armed with clubs. The lead trollkin, Mogolo, is standing in front of the draycart blockade, loading his light crossbow and grinning in anticipation. As soon as he spots the Player Characters, he orders his trollkin band to attack.

The Games Master first determines whether any of the Player Characters are surprised. Matt decides that any characters that fail a Perception test are surprised. Prints and Bruka succeed in this test, but Vallon does not – the ambassador is so engrossed in his discussion with Prints that he fails to notice anything until the moment the trollkin attack.

Matt decides to have all the trollkin grunts act at the same time. He rolls 1D10 and adds the generic trollkin Strike Rank Attribute of +11, for a total of 14. Mogolo is a little better than the average trollkin and ends up with a Strike Rank of 18. Now it is the Player Characters' turns. Prints rolls a 3 and adds that to his Strike Rank Attribute of +12, for a total of 15 while Bruka rolls an 8 and adds that to his Strike Rank Attribute of +8, for a total of 16. The surprised Vallon rolls a 7 and adds that to his Strike Rank Attribute of +15, but applies a –10 penalty, for a total of 12.

The Strike Order for the first Combat Round is therefore Mogolo (18), followed by Bruka (16), followed by Prints (15), followed by Scrik, Klesh, Fego and Amn (14), and lastly Vallon (12).

Mogolo acts first and elects to Move towards the Player Characters as his Combat Action, yelling his trollkin cronies on. Bruka, recognising their sudden predicament, uses the Ready Combat Action to unsling his military flail from his back. Prints similarly unhooks his hatchet from his belt and drops into a Gunshak fighting stance.

Now it is the turn of the trollkin grunts. Unwilling to draw the ire of the two tougher Player Characters, Scrik and Klesh use their Combat Actions to both throw rocks at Vallon. Matt makes two Throwing tests for them with a +10% bonus, as Vallon is surprised. While Vallon is in partial darkness, he is also within ten metres and therefore the trollkins' Earth Sense eliminates any darkness penalties to the test. One Throwing test fails, but the other succeeds.

Normally, Vallon would now be allowed to make a Reaction to dodge the incoming rock, but as he is surprised and his Strike Rank is inferior to the trollkin's, he may not use a Reaction. The trollkin rolls a D20 and gets a 19 – according to the Humanoid Hit Location table on page 55, the rock smacks into Vallon's head! Matt rolls 1D4 (a rock's damage) and deducts 1D2 (trollkin Damage Modifier) from the result, for a final total of 2 points of damage to Vallon's Head location. As he is unarmoured, he loses 2 hit points immediately, but is not badly injured – the rock's impact causes the ambassador to reel back , blood spraying from a cut on his forehead.

Now for the other two trollkin, Amn and Fego. Amn also decides to pick on Vallon and uses the Charge Combat Action to close with the ambassador and swipe at him with his club. Amn normally has a base 1H Hammer skill of 35%, however this is boosted to 75%, as Vallon is still surprised and is being attacked from behind. Matt rolls 04 for Amn's attack – a critical hit! Again, the surprised Vallon may not make any Reactions to this blow. Amn rolls a 7 for the hit location and the blow therefore strikes Vallon's Abdomen. As it is a critical hit, the club causes maximum damage (6), +1d4 for charging, –1D2 for Amn's Damage Modifier. This results in a total of 8 points of damage, which is enough to send Vallon's Abdomen to –2 hit points immediately, a Serious Injury. Vallon immediately makes a Resilience test to try and avoid unconsciouness, which he fails. The charging trollkin's club slams into Vallon's lower spine with an audible crack, sending the hapless ambassador crashing to the floor.

Fego, on the other hand, decides to use a Charge Combat Action to attack Bruka. While he succeeds in his 1H Hammer test to hit the human, Bruka is not surprised and can therefore use Reactions normally. Bruka decides to parry the club with his military flail. The two therefore make an opposed parry test:

Bruka has a 2H Flail skill of 68%, reduced to 38% as Bruka is in partial darkness (he, unlike the the trollkin, does not have Earth Sense) and because flails are not suited to parrying. Nevertheless, he rolls 01 – a critical success! The trollkin fails its 1H Hammer test. Not only does the trollkin's attack fail as Bruka effortlessly parries it, Fego has left himself open to a Riposte. Bruka spends another Reaction to make the Riposte and he succeeds in his 2H Flail attack test. Though Fego tries to dodge the attack (using a Reaction), the trollkin is unsuccessful and the flail smacks hard into the creature's Chest (Bruka rolled an 11 for hit location). Bruka rolls 1D10+2, resulting in 9, and adds his Damage Modifier of +1D6, which increases the damage to 14. Because this is greater than the trollkin's SIZ by five points, the smaller creature suffers Knockback and is thrown backward two metres. This is the least of its worries, however, as even though its tough skin counts as one armour point, reducing the hit point damage to 13, the damage is still more than enough to send Fego to –7 hit points in the Chest, killing Fego instantly.

Since Vallon is now unconscious, everyone involved in the combat has now completed their 1st Combat Action. The Strike Rank order starts again with Mogolo (18). Seeing the danger of the hulking armoured Sergeant Bruka, the trollkin leader fires its light crossbow at him. He succeeds in his Crossbow test and Bruka is now out of Reactions (he used his allowance of two per Combat Round earlier) and cannot dodge the cro sbow bolt as it shoots towards him. Mologo rolls 15 for the damage location – the bolt strikes Bruka's Right Arm. The 2D6 damage results in 4 points of damage. Bruka is wearing scalemail sleeves, which have 4 Armour Points. The damage is completely negated as the crossbow bolt scrapes off the sergeant's armour.

Bruka (16) acts next. As he is within two metres of the trollkin Amn, he elects to strike the creature with his flail. His 2H Flail skill is again only 48% due to the dark, but with a roll of 36, he succeeds. Amn uses a Reaction to attempt to dodge the attack:

Bruka has a 2H Flail skill of 68%, reduced to 48% as he is in partial darkness. Nevertheless, Bruka succeeds. Amn also succeeds at its Dodge test. Bruka only clips the trollkin with his attack, causing minimum weapon damage, though the trollkin will be forced to Give Ground. Bruka rolls a 2 for the hit location; the trollkin's Right Leg. The damage is 3 (minimum of 1 on 1D10+2) plus Bruka's damage modifier of 1D6, which results in a total damage of 9. Even when reduced by the trollkin's thick skin (1 AP), the blow still takes the creature to –4 hit points in its leg, which is a Serious Wound. Amn drops prone as the military flail caves in the trollkin's kneecap. Forced to Give Ground, it scrambles away two metres, and loses its next 1D4 Combat Actions. Bruka decides not to follow it, as it is obviously well out the fight.

Prints (15) acts next. He hurls his hatchet at the apparent ambush leader, Mogolo. His 1H Axe test is a success. Mogolo uses a Reaction to attempt to dodge the attack:

Prints has a 1H Axe skill of 36%, reduced to 16% as he is in partial darkness. He fails his test, but Mogolo also fails his Dodge test. The flying hatchet hits the trollkin leader squarely between the eyes (Prints rolls 20 for hit location – the Head). The damage is 1d6 (for the hatchet) + 1D4 (for Prints' Damage Modifier), for a total of 6 damage. After taking into account Mogolo's troll skin, this reduces the leader to –1 hit points in the Head. Though still alive and not knocked unconscious (Mogolo succeeds at its Resilience test), the lead trollkin is obviously hurt and bleeding.

Scrik and Klesh (14), the last two trollkin who can act, can now take their second Combat Actions of the fight. Though encouraged by the fact that one of the Player Characters is down, they can also see one of their friends dead and two injured. Deciding that discretion is the better part of valour, the two glance at each other and then jump off the other side of the draycart, running for safety.

Mogolo still has his third Combat Action left in the round (Prints and Bruka only have 2 Combat Actions each). Looking at the angry pair of warriors before him, the cowardly leader decides to follow his troops' example. Swearing loudly, Mogolo uses the Sprint Combat Action to run to the draycart.

As the first Combat Round ends, the two conscious Player Characters are faced with the decision of whether to chase after the vile trollkin leader, or to tend to the wounds of their fallen friend...

MAGIC

There are many different types of magic possible using the *RuneQuest* rules, with many being specific to certain worlds and settings. Characters will have the chance to learn a variety of spells and supernatural effects using magic, enabling them to overcome obstacles and foes that cannot be beaten by sword and wits alone.

This chapter provides the rules for using rune magic, the most common form of spellcasting in both *RuneQuest* and the *Glorantha* setting. Other forms of magic use slightly different rules and these can be found in other supplements, such as the *RuneQuest Companion*. However, the list below gives a hint of what is possible using the *RuneQuest* system.

Rune Magic: By far the most common type of magic in Glorantha, this uses the innate power of divine runes in order to create effects beyond the natural. Various cults have spread throughout Glorantha, each worshipping a god tied to one or more of these runes. While anyone has the potential to learn rune magic, joining a cult allows them access to greater powers and deeper secrets. This is the magic system detailed in this rulebook.

Divine Magic: A variant of magic that bypasses the need for runes and allows practitioners to access the power of their god directly. This potentially very powerful form of magic is only taught at the higher levels of some cults.

Shamanic Magic: By establishing a connection and relationship with the spirit world, shamans can gain the ability to possess others, trap spirits and leave their bodies to walk through ethereal realms.

Sorcery: Eschewing the principle of runes, practitioners of sorcery treat their craft as a science, studying texts ancient and modern to bend the laws of the natural world to their own bidding.

Dragon Magic: Practised mainly by the mysterious race known as dragonewts, dragon magic is an exotic system that promises great power at the risk of the user's soul.

Demonology: There are fouler things than spirits walking through other realms. The demonologist actively seeks to harness and bind the power of demons to his own bidding, temporarily gaining their strength to fuel his own abilities.

Magic Points

All living creatures possess a basic affinity with magic, whether or not they ever become trained in it. It is this raw magical power that is nursed and improved by spellcasters over time. This nascent magical power fuels spells and other magical abilities and can also provide protection against magical attacks. In *RuneQuest*, a character's magical power is measured by Magic Points.

All characters start play with Magic Points equal to their POW Characteristic score. A character's POW score also acts as a maximum limit for the amount of Magic Points a character can store at any one time (though there are certain items or artefacts that can affect this rule).

Regaining Magic Points

Characters will automatically regain Magic Points equal to their POW every 10 hours. They will regain this amount in 5 hours if they are fully resting (such as sleeping).

Rune Magic – A Brief Summary

Before leaping into the rules for using rune magic (which, in their own way, are just as involved and demanding as the rules for combat and wielding a sword), it is worth scanning through this summary to understand the basic concepts involved.

Before a spell can be cast using rune magic, the following process must be followed:

⊠#   The character must first acquire and integrate a rune (see page 63).#The Runecasting skill is then automatically acquired.

⊠# A spell using the rune in its casting must be learnt (see page 64).

Once these steps have been followed, the character will be ready to try casting the spells he has learnt.

⊠# To cast a spell, the character must make a Runecasting skill test related to the spell in question.

⊠# If the test succeeds, the spell's effects take place and a number of Magic Points are deducted from the spellcaster's total.

⊠# If the test fails, the spell does not take effect and the spellcaster loses 1 Magic Point.

Locating Runes

Runes are said to be blood drops from the gods, who constantly war in the sky above. When their blood touches the earth, it is transformed into an item of potential – usually a stone, though runes can also take the form of leaves, a chunk of bark, a sea shell or other natural objects. All, however, will be marked with the symbol of the rune, the emblem that gives them power.

These runes are placed within adventures and Quests by the Games Master for the Player Characters to find. Indeed, the discovery of a powerful rune may be the subject of just such an adventure. For instance, the players may hear of a rune in the possession of a broo shaman and decide to 'liberate' it for their own use. Runes can also be bought and sold in the marketplaces of the world but they tend to command very high prices.

Rune Integration

Once a rune has been found, a character must integrate with it, making its power his own. This is done simply by spending one hour with the rune in relative peace and solitude, and then succeeding at a Persistence test.

If this test is failed, the character will not be able to attempt to integrate that specific rune again (though he could try with another rune of the same type).

If the test is succeeded, the character has integrated the rune and is said to be Rune Touched. He permanently loses one point of POW and no one else will be able to integrate with the rune until he dies.

The newly Rune Touched character gains the skill Runecasting (appropriate to the integrated rune) at its basic Characteristic-derived score (POW+CHA).

As long as the integrated rune is in the physical possession of the Rune Touched, he gains its runic power. As long as the integrated rune is being held by the Rune Touched, he may attempt Rune Magic linked to that rune.

Runes may not normally be removed once integrated, though it is possible that particularly powerful magic would be able to part a character from his rune (without killing him).

Runic Powers

Once a character has integrated with a rune, he immediately gains its runic power, a bonus that the Rune Touched enjoy. The potential of the rune has taken root in the character's spirit, enabling him to achieve things he could never have attempted before.

All the known runes are listed in the Runic Powers table, together with the runic powers they bestow. The runic powers of several runes of the same type cannot be combined though a character may enjoy the runic powers of several different runes.

Learning Runecasting

Once a character has become Rune Touched, he immediately gains the Advanced skill of Runecasting appropriate to his newly integrated rune. Hence a character who integrates with a Truth rune gains the Runecasting (Truth) skill. This new skill starts at its basic level (CHA+POW).

Once the character has learnt a Runecasting skill, he may develop it just like any other Advanced skill.

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Learning Rune Magic Spells

Once a character has become Rune Touched, he can start thinking about using Rune Magic and casting spells. In order to learn a spell, the character must locate a teacher who already knows it – for common spells, this is relatively easy in a large city and a character with connections to a cult will have an easier time finding teachers for more powerful spells.

Every spell in rune magic is graded by its Magnitude, a score that indicates its relative power. Magnitude 1 spells are the weakest and easiest to learn. Learning a spell takes one day per point of Magnitude and will generally cost the following (for materials and the teacher's time).

Learning Rune Magic Spells

Magnitude	Cost	Time to Learn
1	100 silver	1 day
2	200 silver	2 days
3	400 silver	3 days
4	800 silver	4 days
5	1,600 silver	5 days
6	3,200 silver	6 days
7	6,400 silver	7 days
8	12,800 silver	8 days
+1	x2	+1 day

Casting Spells

A list of spells useable by practitioners of rune magic starts on page 68 and many more will appear in supplements for *RuneQuest*.

A character must be able to hold his runes in his hands and be able to chant in order to cast a spell. A character may only hold the runes he requires for the spell he is casting.

Whenever a spell is cast using rune magic, there will always be a sight and sound that nearby creatures can detect, be it a flash of light, a crack of thunder or a shimmering in the air. The exact effects are up to the Games Master and player to decide for any given spell but will automatically be detected by any creatures within ten metres times the Magnitude of the spell.

Runic Powers

Random D100 Roll	Rune	Runic Power
01–04	Air	Rune Touched reduces damage from falling by half and adds +10% to Athletics skill when jumping.
05–09	Beast	Rune Touched gains Survival (or +10% to Survival is already possessed) and +5% to Lore (Animal) and Resilience.
10	Chaos	Any spells with the Instant trait cast by the Rune Touched inflict a –30% penalty on attempts to resist or counterspell them.
11–13	Cold	Rune Touched ignores negative effects from exposure to cold environments.
14–17	Communication	Rune Touched gains +10% to Influence skill and gains new Language skill.
18–20	Darkness	Rune Touched gains Dark Sight (see page 106) and +10% to Stealth skill.
21–22	Death	An opponent suffering a Major or Serious Injury inflicted by the Rune Touched's close combat attack suffers a –10% penalty to Resilience tests to stay conscious or avoid death.
23–25	Disorder	Rune Touched adds +2 to all Strike Rank rolls.
26	Dragon	Rune Touched gains +20% to Resilience.
27–28	Dragonewt	Rune Touched will reincarnate as a dragonewt upon death.
29–32	Earth	Rune Touched gains +1 to STR, CON and SIZ.
33–36	Fate	Rune Touched may re-roll one dice roll each day.
37–40	Fertility	Rune Touched heals and recovers in half the normal time.
41–44	Fire	Rune Touched reduces damage from fire, magical or otherwise, by half.
45–47	Harmony	Rune Touched may grant a single ally +20% to a single skill test, once per day.
48–50	Heat	Rune Touched ignores negative effects from exposure to hot environments.
51–52	Illusion	Rune Touched gains Disguise skill and +5% to Sleight and Stealth skills.
53–54	Infinity	Rune Touched doubles the duration of all spells with the Duration trait.
55	Law	Any spells with the Permanent trait cast by the Rune Touched inflict a –30% penalty on attempts to resist or counterspell them.
56–58	Light	Rune Touched gains Night Sight (see page 106) and +10% to Perception skill.
59–62	Luck	Rune Touched may re-roll one dice roll each day.
63	Magic	Rune Touched gains +5% to all Runecasting skills.
64–67	Man	Rune Touched gains +1 to DEX, INT and CHA.
68–69	Mastery	Rune Touched gains +10% to all opposed tests.
70–72	Metal	Rune Touched's metal close combat weapons gain +1 damage, but only when wielded by the Rune Touched.
73–74	Moon	Rune Touched gains +5% to Influence, Perception, Persistence and Stealth.
75–77	Motion	Rune Touched's Movement increased by +1m.
78–81	Plant	Rune Touched gains Survival (or +10% to Survival if already possessed) and +5% to Lore (Plant) and Resilience.
82–84	Shadow	Rune Touched gains +10% to Sleight and Stealth skills.
85–87	Spirit	Any spells that target spirits cast by the Rune Touched inflict a –30% penalty on attempts to resist or counterspell them.
88–90	Stasis	Rune Touched is unaffected by Knockback, though he may still cause it himself.
91–92	Trade	Rune Touched gains +10% to Evaluate and Lore (World) skills.
93–94	Truth	Rune Touched gains +10% to Perception and Persistence skills.
95–96	Undead	Any spells that target undead cast by the Rune Touched inflict a –30% penalty on attempts to resist or counterspell them.
97–00	Water	Rune Touched's Athletics skill is considered to be +50% when swimming.

Every spell is associated with a Runecasting skill (the italicised rune in its Rune entry). In order to successfully cast the spell, a character must succeed in the appropriate Runecasting test.

If the Runecasting test succeeds, a number of Magic Points are deducted from the spellcaster's total equal to the Magnitude of the spell. The spell then takes effect normally.

If the Runecasting test fails, the spell does not take effect and the character still loses one Magic Point.

Casting Modifiers Situational Modifiers

Situation	Skill Modifier[1]
Spellcaster is unable to hold runes	Automatic Failure
Spellcaster is gagged or silenced	Automatic Failure
Spellcaster is restrained (but still able to hold runes)	–30%
Spellcaster is prone	–20%
Spellcaster is on unstable ground	–20%
Partially obscured target	–20%[2]
Heavily obscured target	–40%[2]
Totally obscured target	Automatic Failure

[1] These modifiers are cumulative – a prone spellcaster casting at a partially obscured target decreases their Runecasting skill by –40%.

[2] These modifiers only apply if the spell has a target other than the spellcaster, his immediate location, his carried possessions or a touched object/individual.

Critical Success

A critical success on a Runecasting test means that the spellcaster has been able to control the flow of the rune magic particularly effectively. The character loses one Magic Point fewer than normal for casting the spell (so a Magnitude 2 spell costs 1 Magic Point and a Magnitude 1 spell is free) and any attempts to resist or counter the spell suffer a –10% penalty.

Fumble

A fumble on a Runecasting test means that the spellcaster has been unable to control the flow of the rune magic. Rather than losing a single Magic Point for failing to cast the spell, the spellcaster loses a number of Magic Points equal to its Magnitude.

Casting Time

No other Combat Action may be taken while casting a spell, though the character may slowly walk up to half their Movement while spellcasting.

More powerful spells take longer to cast as the character seeks to harness the power of the runes. Such spells will always have the Casting Time (X) trait, where X signifies the number of Combat Actions is takes to cast the spell.

A spell's result takes effect at the end of its last casting Combat Action. Note that spellcasters draw possible free attacks from enemies adjacent to them every Combat Action they spend spellcasting.

Distractions or attacks on the spellcaster as he casts will either automatically ruin the spell (if the spellcaster is blinded or disarmed of his runes, or suffers a Serious Wound or Major Wound) or require Persistence tests to maintain concentration on the spell.

Dismissing Spells

As a single Combat Action, a caster can dismiss any Permanent or Duration spell(s) he has cast. Ceasing to cast a Concentration spell is immediate and not a Combat Action.

Overcharging Spells

It is possible to feed more Magic Points into the casting of a spell than is normally required, empowering the spell above and beyond its normal parameters. Such spells are much harder to counter or resist and also last longer, if they are normally of limited duration. The decision as to whether to overcharge a spell is made before the casting Runecasting test is made.

For every additional Magic Point the spellcaster decides to spend on the spell, apply a –5% penalty to the Runecasting test and any Persistence tests required due to distractions or damage during the casting period.

If the spell is successfully cast, every additional Magic Point expended in casting a spell above and beyond its normal Magic Point requirement has *all* the following effects:

If successful, Gurbula's Befuddle spell will be considered a Magnitude 5 spell if Dimfan wishes to counter it. Dimfan will also suffer a –30% penalty to his Persistence test to resist the spell. Finally, the spell's effect will last for 8 minutes rather than the usual 5.

If unsuccessful, Gurbula's Befuddle spell fails and Gurbula wastes 4 Magic Points, rather than the normal 1 Magic Point.

Spell Traits & Descriptions

Every rune magic spell is defined by a series of traits that tells you what kind of spell it is and how it is used in the game. A description then follows describing the spell's precise effects. The traits used by spells are detailed below.

Area (X): The spell affects all targets within a radius specified in metres.

Casting Time (X): The spell takes the indicated number of Combat Actions to cast.

Concentration: The spell's effects will remain in place so long as the character concentrates on it. Concentrating on a spell is functionally identical to casting the spell, requiring the spellcaster to continue to hold the runes, chant and ignore distractions.

Duration (X): The spell's effects will stay in place for the number of minutes indicated.

Instant: The spell's effects take place instantly. The spell itself then disappears.

Magnitude (X): The strength and power of the spell. Also the minimum number of Magic Points required to cast it.

Permanent: The spell's effects remain in place until they are dispelled or dismissed.

Progressive: This indicates that the spell can be learnt and cast at greater levels of Magnitude than the minimum (see page 68).

Ranged: Ranged spells may be cast upon targets up to a maximum distance of the character's POW x 5 in metres.

Resist (Dodge/Persistence/Resilience): The spell's effects do not take effect automatically. The target may make a Dodge, Persistence or Resilience test (as

⊠#   The spell's Magnitude is considered to be one higher for the purposes of countering it with spells such as Countermagic or Dispel Magic.

⊠#   If the spell possesses the Resist trait, the target's Resist test suffers a –10% penalty.

⊠#   If the spell possesses the Duration trait, its duration is increased by +1.

Note that a character cannot pick and choose from the above list – all of the effects will automatically occur if appropriate.

If the spellcasting fails, the spellcaster loses one Magic Point (as normal), plus one Magic Point for every additional Magic Point the intended spell was overcharged by.

For Example: Gurbula the Shaman casts the spell Befuddle at his rival, Dimfan. The spell Befuddle costs 2 Magic Points to cast but Gurbula opts to overcharge it by 3 Magic Points. This applies a –15% penalty to Gurbula's Runecasting(Disorder) test to cast the Befuddle spell.

Magical Defence

Any target, whether they have integrated a rune or not, can spend Magic Points in order to increase their chance to avoid the effects of a spell with the Resist trait. Every Magic Point spent in this way grants a +5% bonus to the target's Resist test.

specified by the spell) in order to avoid the effect of the spell entirely. Note that Resist (Dodge) spells require the target to be able to use Reactions in order to dodge. In the case of Area spells, the Resist (Dodge) trait requires the target to dive (see page 52) in order to mitigate the spell's effect.

Touch: Touch spells require the character to actually touch his target for the spell to take effect. The spellcaster must remain in physical contact with the target for the entire casting.

Trigger: The spell will lie dormant until an event stated in the description takes place. The spell then takes effect and is expended.

Runes

This entry shows the runes a character must have integrated to learn the spell. These runes must be held in order to cast the spell. The italicised rune is the Runecasting skill used to cast the spell.

Progressive Spells

It is worth looking at spells with the Progressive trait a little more closely. These spells are actually several different spells which must be learnt separately.

For Example: A Bladesharp 1 spell can only be cast at Magnitude 1. If a character then subsequently learns Bladesharp 4, he will be able to cast it at Magnitude 1 or 4, but not at Magnitude 2, 3 or 5 (or any greater Magnitude).

Rune Magic Spells

Listed here is a selection of the most common rune magic spells. Others can be found in *RuneQuest* supplements such as the *RuneQuest Companion*.

Babel

Casting Time 1, Duration 5, Magnitude 1, Ranged, Resist (Persistence)
Runes: Communication, *Disorder*

The enchanted target looks confused, as nothing but garbled nonsense spills from its mouth, no matter how hard it seems to concentrate.

If this spell is successful, it garbles the language of the affected creature. The target can still think and, for the most part, act normally, but anything it says comes out as gibberish. Thus, a commanding officer would be unable to give orders to his men and a spellcaster would be unable to cast spells.

Befuddle

Casting Time 1, Duration 5, Magnitude 2, Ranged, Resist (Persistence)
Runes: *Disorder*, Man or Beast

The enchanted target stares dumbly into space, apparently taking little notice of its surroundings.

If successful, this spell confuses an opponent to the extent that it may forget who it is or who its friends are. The affected target may not cast spells and may only take non-offensive actions. The target may run if it so chooses and may dodge and parry normally in combat, though it may not make any attacks unless it is attacked first.

Possession of the Man rune is required for this spell to be effective against humanoids and the Beast rune is needed for it to be effective against natural creatures. Other creatures (such as spirits or magical beasts like dragons) are not affected by this spell.

Bestial Enhancement

Casting Time 2, Duration 10, Magnitude 1, Progressive, Touch
Runes: *Beast*

The enchanted target hunches over and seems to become more animalistic. When it straightens, the wicked claws sprouting from its hands look sharp and hard.

This spell causes the creature to become more bestial, augmenting its natural weapons and senses. The target's Unarmed attacks are considered natural weapons and for every point of Magnitude, it increases the chance to hit with the target's natural weapons by +5% and they deal one point of extra damage. This extra damage is magical and will affect creatures that can only be hurt by magic. The base natural weapon damage remains non-magical.

Bladesharp

Casting Time 2, Duration 10, Magnitude 1, Progressive, Touch
Runes: *Metal*

The enchanted blade glows dully for a moment as the magic takes effect. Then the glow subsides and the edge of the blade gleams unnaturally.

This spell can be cast on any weapon with a blade. For every point of Magnitude, it increases the chance to hit with the weapon by +5% and deals one point of extra damage. This extra damage is magical and will affect creatures who can only be hurt by magic. The weapon's base damage remains non-magical. A weapon under the effects of Bladesharp cannot benefit from Fireblade.

Bludgeon

Casting Time 2, Duration 10, Magnitude 1, Progressive, Touch
Runes: *Metal*

The enchanted item glows and seems to warp in size for a moment as the magic takes effect. Then the look and feel of the weapon stabilises... it feels weightier and far more lethal than before.

This spell can be cast on any crushing or smashing weapon, such as a warhammer, club or mace. For every point of Magnitude, it increases the chance to hit with the weapon by +5% and deals one point of extra damage. This extra damage is magical and will affect creatures who can only be hurt by magic. The weapon's base damage remains non-magical.

Clear Path

Casting Time 1, Duration 10, Magnitude 1, Progressive, Touch
Runes: *Plant*

The undergrowth seems to lean out of the way to avoid the enchanted target, enabling him to walk easily through the cluttered environment.

This spell allows the caster to move through even the most tangled, thorny brush as if he were on an open road. For each additional point of Magnitude, he may bring one person with him.

Co-ordination

Casting Time 2, Duration 5, Magnitude 1, Progressive, Touch
Runes: *Motion*

The enchanted target's body spasms gently for a moment and then relaxes. Once moving, the target displays far more grace and co-ordination than before.

For every point of Magnitude of this spell, the target's DEX score increases by +2. This may have an additional effect on the target's skills and Attributes, such as Combat Actions and Strike Rank. A target cannot have its DEX increased in this way to more than twice its original DEX score.

Countermagic

Casting Time 1, Instant, Magnitude 1, Progressive, Ranged
Runes: *Magic*

Arcane light flies into the air and strikes the incoming spell head-on. There is a strained split-second where the two magical forces battle, before one breaks the other.

Countermagic Shield Results

Incoming Spell's Magnitude is. . .	Effect
2 or more points weaker than Countermagic Shield's Magnitude.	Incoming spell eliminated and Countermagic Shield remains.
Equal to or within 1 point of Countermagic Shield's Magnitude.	Both incoming spell and Countermagic Shield eliminated.
2 or more points stronger than Countermagic Shield's Magnitude.	Countermagic Shield eliminated and incoming spell takes effect.

Countermagic is only ever fired as a Reaction, and only when another spell is cast within Countermagic's Range that the character wishes to counter. A successful Countermagic disrupts the other spell and nullifies it. As long as Countermagic's Magnitude equals or exceeds the target spell's Magnitude, the target spell is countered.

Countermagic Shield

Casting Time 3, Duration 10, Magnitude 1, Progressive, Ranged
Runes: Stasis, *Magic*

The enchanted target is encased in a semi-opaque golden skin for a moment, which then shimmers into invisibility. It only flares up when an incoming spell attempts to break through its protective sheen.

This spell actively disrupts offensive spells aimed at the target or his equipment. Once cast on a subject, the Countermagic Shield will attempt to block the effects of any spells cast at the target. It will not have any effect on spells that are already affecting a character. The effects of Countermagic Shield depend on the relative Magnitude of both itself and the incoming spell – see the Countermagic Shield Results table for more details.

Cover of Night

Casting Time 1, Duration 5, Magnitude 1, Progressive, Touch
Runes: *Shadow*

The target is enveloped in a momentary wash of inky blackness, which swiftly recedes. However, the edges of the enchanted target appear to have faded, making him hard to pick out against the background.

This spell grants the target a 10% bonus on all Stealth tests per point of Magnitude and also provides them with the benefit of being partially obscured (–20% to most attempts to target or strike the character).

Darkwall

Area 5, Casting Time 2, Duration 5, Magnitude 2, Ranged
Runes: *Darkness*

Darkness erupts like a black fireball in the area, causing all within to shiver at the loss of ambient light. Those encountering this darkness can feel its eldritch nature.

By casting this spell, the character creates a patch of pitch blackness filling the target area. Light sources within this area shed no illumination and normal sight ceases to function. Other senses such as a bat's sonar function normally.

If the caster also possesses the Movement rune, he may move the Darkwall one metre per Combat Action. If this option is chosen, the spell gains the Concentration trait.

Demoralise

Casting Time 1, Duration 5, Magnitude 2, Ranged, Resist (Persistence)
Runes: *Disorder*

The enchanted target's expression falters and its grip on its weapon slips. Its eyes begin to skitter around, looking for a means to escape.

The target of this spell will become demoralised, losing all hope of victory and losing faith in its own abilities. It has all Weapon skills halved (before modifiers) and may not cast offensive spells. If this spell takes effect before combat begins, the target will try to avoid fighting and will either run or surrender. The effects of this spell are automatically cancelled by the Fanaticism spell and vice versa.

Detect X

Casting Time 1, Concentration, Magnitude 1, Ranged
Runes: *Truth*

The world seems unchanged except for the soft glow that surrounds the targets. In your mind, you know where the targets are with uncanny surety.

This is actually several spells, though they all operate in a similar fashion, which allow the caster to locate the closest target of the spell within its range. This effect is stopped by a thick substance such as metal, earth or stone that is at least one metre thick. It is also blocked by Countermagic Shield, though the caster will know the target is somewhere within range (though not its precise location) and that it is being protected by Countermagic Shield. The separate Detect spells are listed below.

Detect Enemy: Gives the location of one creature who intends to harm the caster.
Detect Magic: Gives the location of the nearest magic item, magical creature or active spell.
Detect Species: Each Detect Species spell will give the location of the nearest creature of the specified species. Examples of this spell include Detect Duck, Detect Rhino and Detect Trollkin.
Detect Substance: Each Detect Substance spell will give the location of the nearest substance of the specified type. Examples of this spell include Detect Coal, Detect Gold and Detect Wood.

The Games Master should provide the rough power of the detected subject ('weak magic' or 'rich gold lode') and require further Runecasting tests for any further details or specifics. Keep in mind that magical creatures may have magical protections that penalise this test.

Dispel Magic

Casting Time 2, Instant, Magnitude 1, Progressive, Ranged
Runes: Disorder, *Magic*

A sparkling veil of magical energy evelopes the enchanted item. Sparks and ripples appear as it encounters previous enchantments and seeks to overwhelm them.

This spell will attack and eliminate other spells. Dispel Magic will eliminate a combined Magnitude of spells equal to its own Magnitude, starting with the most powerful affecting the target. If it fails to eliminate any spell (because the spell's Magnitude is too high), then its effects immediately end and no more spells will be eliminated. A spell cannot be partially eliminated, so a target under the effects of a spell whose Magnitude is higher than that of Dispel Magic will not have any spells currently affecting it eliminated.

Disruption

Casting Time 1, Instant, Magnitude 1, Ranged, Resist (Resilience)
Runes: *Disorder*

The target 's entire body jerks violently as the enchantment takes hold. Then great rents appear in the target's flesh and blood seeps forth.

A particularly grisly offensive spell, Disruption literally pulls a target's body apart. The target will suffer 1D3 points of damage to a random hit location, ignoring any armour points.

Dragon Breath

Casting Time 1, Instant, Magnitude 1, Ranged, Resist (Dodge)
Runes: *Dragon*

The enchanted target's chest glows from within for a moment, then settles down to its normal colour. There seem to be flames flickering at the back of the target's mouth...

With this spell, the caster spits a stream of fire at his target. If the fire is not dodged, it inflicts 1D8 points of heat damage. Armour points are effective against this damage and it counts as both magical and fire damage.

Dullblade

Casting Time 1, Duration 10, Magnitude 1, Progressive, Ranged
Runes: *Metal*

The enchanted blade glows dully for a moment as the magic takes effect. Then the glow subsides and the blade seems blunted and harmless.

This spell can be cast on any weapon but will not affect unarmed attacks or natural weaponry. For every point of Magnitude, it reduces the damage dealt by the target weapon by one.

Emotion

Casting Time 2, Duration 5, Magnitude 3, Ranged, Resist (Persistence)
Runes: *Moon*

The enchanted target's expression smooths over for a moment. Then the emotion takes hold in force, dominating the target utterly.

If the caster is able to affect the target with this spell, he can cause the target to feel whatever emotion he desires. For instance, the caster could make the target feel love to get him to stop fighting.

Endurance

Casting Time 2, Instant, Magnitude 1, Progressive, Touch, Trigger
Runes: *Fertility*

An emerald glow enwraps the enchanted target, rapidly seeping into its skin and then deeper into its muscles and bones. The target visibly relaxes as the glow reaches their core and then dissipates.

For every point of Magnitude, this spell will restore one level of Fatigue the target is currently suffering from.

Extinguish

Casting Time 1, Instant, Magnitude 1, Progressive, Ranged
Runes: *Air*

There is a great rush of air and the flames are consumed by arcane energy. With a sigh, the fire dwindles to nothing in a moment.

This spell instantly puts out fires. At Magnitude 1, it can extinguish a Flame, Magnitude 2 a Small Fire, Magnitude 3 a Large Fire and Magnitude 4 will put out an Inferno (see page 90 for sizes of fire).

Fanaticism

Casting Time 1, Duration 5, Magnitude 1, Ranged
Runes: *Law*

The enchanted target's expression hardens and its grip on its weapon tightens. Its eyes pierce their target with a steely glare and it oozes confidence.

The target of this spell will become fanatical, believing he can defeat any foe and overcome any obstacle. He will have all close combat Weapon skills increased by +20% but may not attempt to parry or cast spells. The target will also have its Dodge skill halved (before modifiers). The effects of this spell are automatically cancelled by the Demoralise spell and vice versa.

Fate

Casting Time 2, Instant, Magnitude 1, Progressive, Touch, Resist (Persistence)
Runes: *Fate*

The enchanted target appears to have lines of faint energy streaming off them in all directions. After a moment, the lines fade.

Every experienced adventurer knows how fickle fate can be. This spell allows the caster to influence fate, either for the good or ill of the target. The caster can increase *or* decrease the target's next skill test by 10% for each point of the spell's Magnitude. The caster must choose at the time of the casting whether to increase or decrease the target's chances – allowing him to give his friends an advantage or hobble his enemies. Only the next skill test made after the spell's casting is affected.

Firearrow

Casting Time 1, Magnitude 2, Touch, Trigger
Runes: *Fire*

The enchanted weapon shines fiercely in a burst of light, then subsides. Every now and then, a pulse of energy ripples through the weapon.

Casting this spell on a missile weapon (such as an arrow, bolt, rock or dart) will cause it to burst into flame when it is fired and strikes a target. When it hits a target, the missile will deal 1D10 points of magical fire damage instead of its normal damage. A missile under the effects of Firearrow cannot benefit from Multimissile or Speedart.

Fireblade

Casting Time 3, Duration 5, Magnitude 4, Touch
Runes: *Fire*

The enchanted weapon is wreathed in ghostly but fiercely hot flames. It seems as if the weapon's material is being consumed by the heat of the spell.

By touching a bladed weapon or spear, the caster causes it to burst into flame. For the duration of the spell, this weapon will deal 1D10 magical fire damage instead of its normal damage. A weapon under the effects of Fireblade cannot benefit from Bladesharp.

Frostbite

Casting Time 1, Instant, Magnitude 3, Ranged, Resist (Resilience)
Runes: *Cold*

The enchanted target's breath becomes cloudy and frozen rime appears on its clothing and armour. In mere seconds, all those nearby can feel the incredible chill emanating from the stricken target.

This attack spell allows the caster to freeze his opponent, dealing 1 point of damage to all hit locations, ignoring any armour points. Magical effects that protect against cold damage can block this effect, but mundane items (such as cold weather gear) are ineffective.

Glamour

Casting Time 2, Duration 5, Magnitude 1, Progressive, Touch
Runes: *Harmony*

A transparent but glorious likeness of the target blinks into existence in front of them, then gradually blends with its own body. The target's demeanour grows suddenly in strength and their attractiveness increases dramatically as the two versions merge.

For every point of Magnitude of this spell, the target's CHA score increases by +2. This may have an additional effect on the target's skills. A target cannot have its CHA increased in this way to more than twice its original CHA score.

Golden Tongue

Casting Time 2, Duration 10, Magnitude 1, Progressive, Touch
Runes: *Trade*

The enchanted target seems to behave no differently until one glances at their eyes - twin scales can be seen instead of pupils for the duration of the spell.

The touched creature gains a bonus to any opposed Evaluate or Influence test equal to 5 x the Magnitude of the spell. This bonus only applies when a character is evaluating, buying or selling goods or equipment.

Good Fortune

Casting Time 2, Concentration, Magnitude 1, Progressive, Touch
Runes: *Luck*

A gentle rain of shimmering particles falls upon every enchanted target. These particles have no substance and yet the recipeients feel oddly cheered and optimistic.

A blanket of mildly beneficial good fortune covers the targets. For as long as the caster maintains concentration, every target gains a +10% bonus to any skill tests he is called upon to make. For every point of Magnitude, one person can be targeted by the spell.

Hand of Death

Casting Time 1, Duration 1, Magnitude 5, Resist (Resilience), Touch, Trigger
Runes: *Death*

The enchanted hand becomes wreathed in a coiling, smoky darkness that seems to drain all life from it, leaving it looking skeletal and rotten. There is a loud whip-crack as this spell takes hold of a target and the terrible smell of rotten flesh permeates the nearby area.

This fearsome spell allows the caster to deal awful wounds with the touch of his hand. If he succeeds in casting the spell, his hand is charged with the spell. The Duration of the spell refers to the amount of time the hand may remain 'charged' before the spell simply expires. Once the effect has been unleashed, the wielder's hand is no longer charged.

Touching an unsuspecting target, or succeeding at an Unarmed attack against a wary target, releases the spell's effect. If the Resilience test to resist the effect is failed, the hit location touched immediately suffers enough damage to cause a Major Wound. If the Resilience test is a success, the target only loses a single hit point. Armour points do not protect against this damage.

Heal

Casting Time 1, Instant, Magnitude 1, Progressive, Touch
Runes: *Fertility*

The enchanted location begins to shudder as the spell infuses it with brilliant healing energy. Bones realign and fuse together, flesh knits with itself, sinews reattach and skin finally smooths over in a scarless finish.

For every point of Magnitude of this spell, the caster can repair one hit point of damage to a hit location of either himself or another target of the same species. Creatures of a different species will have half this damage repaired (minimum of one hit point restored).

A Magnitude 6 or higher Heal spell will also re-attach a severed limb if accompanied with a successful First Aid test and accomplished within ten rounds of the loss.

A Magnitude 8 or higher Heal spell will also cure any single poison or disease affecting the target.
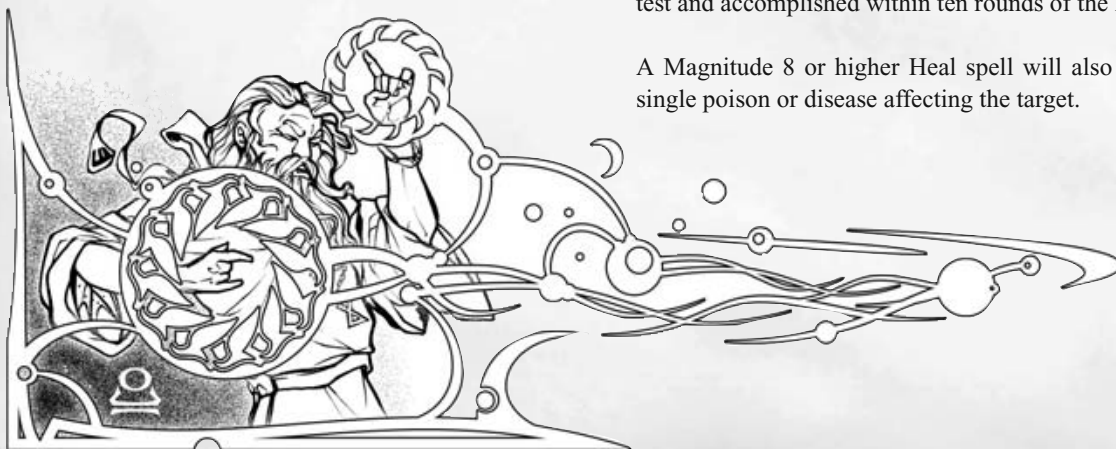
Ignite

Casting Time 1, Instant, Magnitude 1, Ranged
Runes: *Fire*

With a crackle or arcane energy, the enchanted target smoulders and then bursts into flame.

Ignite will set fire to anything flammable within range, creating a Flame (see page 90). Skin or flesh cannot be ignited and if the target is attached to a living being (such as hair, fur or clothes) then the spell gains the Resist (Resilience) trait.

Light

Area 10, Casting Time 1, Duration 10, Magnitude 1, Ranged
Runes: *Light*

A wash of bright light emanates from the enchanted object and sweeps over the area, before subsiding into illumination that seems just like strong sunlight – save that it does not warm those within it.

Cast on a physical object (including living material), this spell causes the object to shed light across the area of effect. The area is considered to be illuminated (see page 86). Note that only the specified area is illuminated – everything outside the area of effect is not. This spell creates raw light, not a flame.

Mindspeech

Casting Time 1, Duration 10, Magnitude 1, Progressive, Ranged
Runes:
Communication

A rippling aura briefly flits into existence around the enchanted targets' heads. All the auras pulse in time until they fade into nothingness.

This spell can affect one target for every point of Magnitude. It allows telepathy between the caster and any target, though targets will not have telepathy with one another. The words transmitted by telepathy must be whispered and will be heard directly in the head of the recipient, in the same language in which it was spoken.

Mobility

Casting Time 2, Duration 5, Magnitude 1, Progressive, Ranged
Runes: *Motion*

The enchanted target's limbs appear to lengthen slightly and shudders run through the muscles. Once moving, the target displays unnatural swiftness and speed.

For every point of Magnitude of this spell, the target's Movement score will be increased by one metre.

Multimissile

Casting Time 2, Duration 1, Magnitude 1, Progressive, Touch, Trigger
Runes: *Infinity*

The enchanted weapon seems to fracture and separate for a split-second, before reforming. Even to the naked eye, the missile seems to contain multiple shadows and reflections.
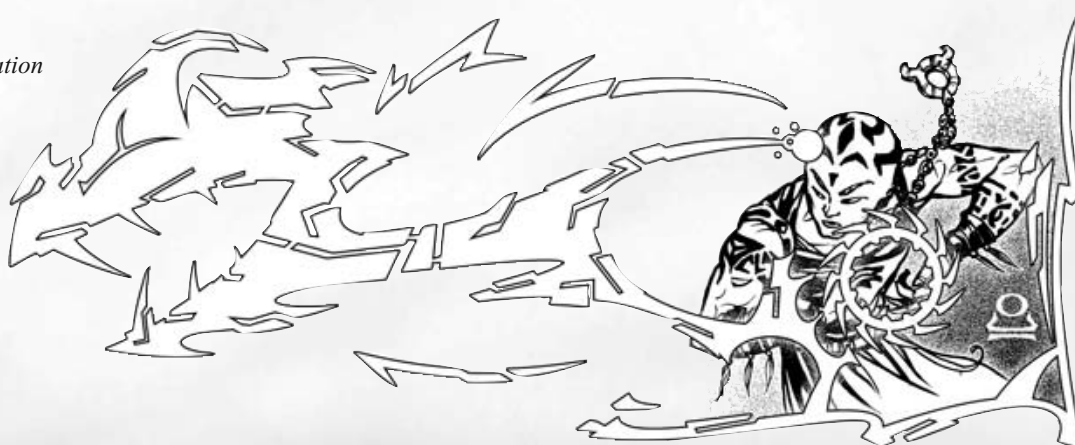
The Rune of MASTERY

If the spellcaster succeeds in casting the spell, a missile weapon (such as a rock, arrow, knife, javelin) is charged with the spell. The Duration of the spell refers to the amount of time the missile may remain 'charged' before the spell simply expires. A missile under the effects of Multimissile cannot benefit from Firearrow or Speedart.

When the Multimissile-enchanted missile is fired/thrown, one additional magical missile is created for every point of Magnitude. Each magical missile's attack is rolled for separately and each does the same damage as the original (though they will not benefit from the character's damage modifier). Magical missiles created through Multimissile will not cause critical hits, though the original missile can. Magical missiles created through Multimissile are magical and will affect creatures who can only be hurt by magic.

Oath of Ordeal

Casting Time 2, Concentration, Magnitude 2, Resist (Persistence), Touch
Runes: *Truth*

The enchanted target appears to be unchanged until a lie is spoken. Then greasy steam erupts from the point of contact between the metal and the target and the smell of burning flesh fills the area.

The target must speak the truth as he knows it while under the effect of this spell, or he will be burned by any metal in contact with his flesh (causing one hit point of damage per Combat Round on the stricken location). This spell may be resisted, but it will be obvious to the spellcaster if his Oath of Ordeal spell has been resisted.

Pierce

Casting Time 2, Duration 5, Magnitude 1, Progressive, Touch
Runes: *Stasis*

The enchanted weapon generates a single, shining glint at its tip. No matter how the light should reflect from the weapon, this glint remains in place.

This spell can be cast on any weapon with a blade or point. For every point of Magnitude, it ignores one armour point when it strikes an armoured location. Pierce can bypass magical armour as easily as normal armour, though it must overcome AP as normal.

Protection

Casting Time 1, Duration 10, Magnitude 1, Progressive, Ranged
Runes: *Earth*

The enchanted target is covered in a shining spider's web of energy which seems to harden around it. The chrysalis then fades, though the lines and planes created can still be faintly seen.

For every point of Magnitude of this spell, one armour point is added to every hit location of the target. This stacks with any existing armour and is treated in the same way (so a precise attack can bypass it normally).

Repair

Casting Time 1, Instant, Magnitude 1, Progressive, Touch
Runes: *Metal*

The enchanted item shudders as the spell's effect takes hold. It then begins to bend, warp and flow, crudely fixing any broken elements or areas until the item is roughly whole once more.

Every point of Magnitude of this spell will repair one hit point of damage to any one non-living target. The marks of repair will remain visible, probably reducing the target's market value, unless an appropriate Craft test is made at the time of casting.

Second Sight

Casting Time 2, Duration 5, Magnitude 3, Ranged
Runes: *Spirit*

The world appears to fade a little as the spell takes hold of your senses. The ambient magical auras blaze into life, however, as your Second Sight pierces the veil between worlds.

Though it is blocked by anything that blocks normal vision, Second Sight allows the caster to gauge the POW of every creature and magic item within range. The caster will know if each aura created by POW is less than his own POW, within three points of his own POW or greater than his own POW.

Additionally, Second Sight provides a +15% bonus on Perception tests to notice hidden magical items or hiding people. Second Sight will also reveal invisible entities, though only a hazy image will show (treat such targets as partially obscured).

Shimmer

Casting Time 1, Duration 5, Magnitude 1, Progressive, Ranged
Runes: *Illusion*

The enchanted target's image begins to flicker and skip out of synchronisation with its surroundings.

Causing the target's image to blur and distort, every point of Magnitude of this spell causes the target's Dodge skill to increase by +5%.

Skybolt

Casting Time 2, Instant, Magnitude 3, Ranged, Resist (Dodge)
Runes: *Chaos*

The air around the target image begins to crackle with static electricity and the taste of copper fills the air. A moment later, a bolt of livid blue lightning streaks out of the sky and arrows towards the target...

The caster can summon a lightning bolt from the heavens regardless of the weather. The bolt must strike a target outdoors in plain view. Skybolt inflicts 3D6 points of damage to a single random location, ignoring any armour points.

Slow

Casting Time 1, Duration 5, Magnitude 1, Progressive, Ranged, Resist (Resilience)
Runes: *Movement*

The enchanted target's muscles tense and do not release. The target movements become jerky and slowed.

For every point of Magnitude of this spell, the target's Movement score will be decreased by one metre. A target's Movement may not be reduced to below one metre through use of this spell.

Speedart

Casting Time 1, Magnitude 1, Touch, Trigger
Runes: *Movement*

The enchanted weapon begins to vibrate gently. When used, the missile's vibration adopts a terrific degree of spin and the enchanted weapon flies with incredible speed.

Cast on a missile weapon (such as a knife, arrow, javelin or rock), this spell is triggered when it is fired. Attempts to parry or dodge the missile suffer a –5% penalty per Magnitude of the spell and damage is increased by one point per Magnitude. A missile under the effects of Speedart cannot benefit from Firearrow or Multimissile.

Strength

Casting Time 2, Duration 5, Magnitude 1, Progressive, Touch
Runes: *Beast*

A warm red glow develops throughout the enchanted target's body. As the glow's colour deepens, the target's muscles expand and harden. After a few moments the glow fades but the target's enhanced physique remains.

For every point of Magnitude of this spell, the target's STR score increases by +2. This may have an additional effect on the target's skills and Attributes, such as the target's damage modifier. A target cannot have its STR increased in this way to more than twice its original STR score.

Thunder's Voice

Casting Time 1, Duration 10, Magnitude 1, Progressive, Touch
Runes: *Mastery*

The spell appears to have had no effect until the enchanted target speaks. Then its voice rings out clearly and authoritatively, without echo or distortion.

This spell grants the target the voice of thunder. For every point of Magnitude of this spell, the target has +10% added to its Influence skill. The target's voice may also be heard at up to the spell's Magnitude x 100 in metres.

Undead Bane

Casting Time 2, Duration 10, Magnitude 1, Progressive, Area 5, Resist (Persistence)
Runes: *Death*

A globe of transluscent violet energy expands from the palm of the caster's hand to swiftly cover a wide area. It fades to near-invisibility, but reacts violently against any undead trespassers.

This spell creates a zone which undead find exceptionally hard to enter. Any undead attempting to enter the protected area must resist the spell in order to do so. Undead within the zone at the time of its creation must resist it or be compelled to leave as quickly as possible.

Versatility

Casting Time 2, Duration 5, Magnitude 1, Progressive, Touch
Runes: *Man*

The enchanted target develops faint yellow lines that flow from its forehead to its joints and digits. When the magic of the spell is employed, these lines seem to act as puppetstrings, guiding the target's actions.

For the duration of the spell, the target may attempt any skill test with a skill score of 10 x the Magnitude of Versatility. Versatility may attempt any skill, with the exception of Magic skills such as Runecasting.

Vigour

Casting Time 2, Duration 5, Magnitude 1, Progressive, Touch
Runes: *Beast*

A green light washes over the enchanted target. After a few moments the emerald glow fades but the target nevertheless seems to glow with health and vitality.

For every point of Magnitude of this spell, the target's CON score increases by +2. This may have an additional effect on the target's skills and Attributes. A target cannot have its CON increased in this way to more than twice its original CON score.

Warmth

Casting Time 1, Duration 10, Magnitude 1, Progressive, Touch
Runes: *Heat*

The enchanted target is wreathed in a momentary burst of heat, which then settles down to a comforting warmth.

This spell keeps the target warm and comfortable in a bitter cold environment. The target suffers no penalties to Fatigue tests from a cold environment while this spell is functioning. Warmth also protects the target from one point of cold damage (magical or mundane) for every point of Magnitude.

Water Breath

Casting Time 2, Duration 5, Magnitude 1, Progressive, Touch
Runes: *Water*

The enchanted target develops a set of gills that stretch down their neck and ripple when underwater.

This spell allows the target to breathe water for the duration of the effect. For every point of Magnitude, one additional person can be included in the spell. Water Breath has no effect on the target's ability to breathe air.

CULTS

Cults are an important part of *RuneQuest*. As formal organisations, both large and small, they serve to support their members in many ways. A cult can provide a character a place to hide from his enemies, assistance against other cults he may have inadvertently or intentionally agitated or supply hard to find items. Some cults provide political power or great wealth, while others provide access to mighty or fanatical followers. Most importantly, a cult can provide a character with magical secrets allowing him to cast spells that cannot be learnt anywhere else.

In Glorantha, cults are usually sects or religions based around the worship of gods. However, in other settings the same rules provided in this chapter can be used to create guilds, schools of wizardry, organised religions or even universities of great learning.

Joining a Cult

Characters can choose to join one or more cults during their time adventuring, though as they gain more power in some cults they may find it difficult to stay as members of others. There are several ranks within a cult that a character can rise through, gaining greater support and authority at each step. Cults have the following ranks.

Lay Members

The first step in joining a cult and rising through its ranks is to become a lay member. A character can belong to several cults as a lay member, so long as they are not diametrically opposed. The vast majority of members of a cult are lay members, casual worshippers who follow the basic doctrine of the cult and attend regular ceremonies.

Requirements: Candidate must have at least a basic understanding of the beliefs of the cult and make a small donation of between one and ten silvers.

Duties: There are very few duties required by lay members – they will be expected to attend celebrations on special Holy Days but unless they are aiming to rise in the ranks of the cult, they will not even be expected to attend regular ceremonies.

Benefits: The character will automatically be able to find tutors for any skills the cult teaches. They must still pay the normal rates for these services.

Lay Member of the Cult of the Storm King

The Rune of STASIS

Initiates

This is the start of the inner membership of the cult and initiates have to donate a substantial amount of time and money to the organisation. In return, they receive benefits denied to lay members. It is possible for a character to be an initiate of more than one cult at a time.

Requirements: Candidates will be tested to determine their knowledge of the cult, their sincerity for joining and even their current reputation. The character must succeed in five skill tests of cult skills. In addition, he must also make a gift of at least 50 silvers.

Duties: Initiates are expected to donate 10% of all income to the cult and attend services at their place of worship at least one day every two weeks. They must also attend all ceremonies during Holy Days.

Benefits: As well as all the benefits enjoyed by lay members, the initiate will have automatic access to tutors who can teach any spell listed in the Magic chapter whose Magnitude is no greater than 2 and cult spells (those only taught by their cult) up to a Magnitude of 4.
Initiates pay half the normal price for being taught both these spells and any cult skills.
If a character is an initiate of a cult, he will usually be considered a lay member of all allied cults without being required to make any donation.

Acolytes

Few members of the cult will rise to the position of acolyte, a rank that requires dedication and service but where the inner secrets of the cult begin to be revealed. Acolytes can be lay members and even initiates of other cults but cannot be acolytes of more than one cult.

Requirements: Candidates must have been an initiate of the cult for at least two years and must have at least four cult skills of at least 50%. A gift must be made to the cult of at least 1,000 silvers.

Duties: Acolytes are expected to donate 25% of all income to the cult and attend services at their place of worship at least one day every week. They must also attend all ceremonies during Holy Days.

Benefits: As well as all the benefits enjoyed by initiates, acolytes may also learn spells up to a Magnitude of 4 and cult spells up to a Magnitude of 8.
Acolytes may also call for Divine Intervention (see page 83).

Runepriests

The most senior acolyte of each congregation of the cult, Runepriests live to serve their faith. They are leaders among the cult and each looks after an entire congregation and place of worship.

Requirements: Candidates must have been an acolyte of the cult for at least two years and must have at least five cult skills of at least 75%. Finally, they must purchase the Runepriest Legendary Ability.

Duties: Runepriests are expected to donate 50% of all income to the cult and lead services at their place of worship every day of the week, though one day a week may be left for his own time at his option. They must act as administrators of their place of worship, monitoring both tithes and members. A Runepriest can never become a Runelord.

Benefits: As well as all the benefits enjoyed by acolytes, Runepriests may also learn spells up to a Magnitude of 8 and cult spells of any Magnitude.
Cult skills are learnt for free while cult spells are learnt at half the usual cost.

Moreover, Runepriests have the resources of their entire congregation at their disposal though they are advised not to abuse the trust of the cult's members.

Runelords

The heroes of the cult, Runelords are masters of everything the cult stands for and have access to its deepest secrets. When trouble threatens the cult, it is the Runelords who will fight for its survival and prosperity.

Requirements: Candidates must have been an acolyte of the cult for at least three years and must have at least five cult skills of at least 80%. Finally, they must purchase the Runelord Legendary Ability.

Duties: Runepriests are expected to donate 50% of all income to the cult and spend a similar proportion of their time pursuing cult duties – this may range from simply attending services to being sent on Quests by their Runepriest, recovering sacred items or protecting cult members. A Runelord can never become a Runepriest.

Benefits: As well as all the benefits enjoyed by acolytes, Runelords may also learn spells up to a Magnitude of 8 and cult spells of any Magnitude. Cult skills are learnt for free while cult spells are learnt at half the usual cost.

Runelords are also given a metal weapon by the cult, either iron or silver, for the duration of their service to the cult.

Finally, Runelords roll 1D10 when calling for Divine Intervention rather than the normal 1D100.

Cult Descriptions

Five example cults are included here for players to use and Games Masters to base their own cults upon. More cults are described in various *RuneQuest* supplements.

Cult of the Storm King

King of the Gods
The cult of the Storm King, its good works and noble aims, are open knowledge throughout the civilised world.

Runelord of the Brotherhood of Mithras

The secrets of the cult are very old and powerful prayers to the Storm King.

Worshippers: Adventurers, farmers, nobles, poets, shepherds

Cult Skills: Athletics, Dodge, any Weapon skill

Worshipper Duties: Defeating forces of Chaos, defending worshippers

Cult Spells: Blade of Virtue, Pierce, Skybolt, Thunder's Voice

Special Benefits: The Storm King is a popular god; known cult members receive +10% to Influence tests to gain favourable reputations wherever the Storm King is worshipped.
Acolytes can speak with eagles and other noble birds. Runelords take no penalty when riding griffins.

Brotherhood of Mithras

Slayer of the Bull
Nobody knows quite what hidden lore the Brotherhood protects, but it is well known for its secrecy and tight bonds of internal loyalty.

Worshippers: Soldiers, ambitious bureaucrats

Cult Skills: Bow, Lore (Animal), Lore (Theology), Martial Arts, Riding, Spear, 1H Sword

Worshipper Duties: Preserving secret wisdom of Mithras, mutual aid and protection

Cult Spells: Fireblade, Light, Oath of Ordeal, Speedart

Special Benefits: Cult members can receive assistance from fellow cult members with a +10% Influence test. Higher-ranking Brotherhood members get a further +10% on this test against lower-ranking members for every degree of difference between them.
In any Imperial military detachment, a Lore (Theology) test can discover at least one officer who is a cult member.
In an Imperial civilian bureaucracy, a Difficult (–20%) Lore (Theology) test can discover a cult member.
Cult members will not commit obvious treason to aid anyone but Runepriests or Runelords of Mithras.
Taught spells (cult or otherwise) and the Martial Arts skill are only available to acolytes and higher.

The Indigo Hand

Thieves' Guild and Criminal Syndicate
The Indigo Hand is seemingly a standard thieves' guild, albeit a richer and more swaggeringly powerful one than most.

Worshippers: Lowlifes, petty thugs, thieves, smugglers

Cult Skills: Dagger, Disguise, Evaluate, Mechanisms, Sleight, Stealth, Streetwise

Worshipper Duties: Making a profit and paying a percentage upstairs

Acolyte of the Childer of Hama-Dreth

Cult Spells: Bladesharp, Cover of Night, Detect, Silence

Special Benefits: All lay members are expected to donate 25% of their earnings to the cult, in the person of their superior in the Indigo Hand. This is a nice income stream for higher-ranking members. Initiates donate 35%, while acolytes donate 45%. Runelords and Runepriests are exempt from the tithe.
For every rank above Lay Member, cultists receive a +10% to all Streetwise tests in cities with Indigo Hand guild halls.
An Initiate or above receives a +20% bonus to Persistence tests to resist revealing anything about the Hand to outsiders.
An Initiate or above can act with impunity against anyone except priests, soldiers and fellow members of the Hand.
An Initiate or above has 1D8 thugs (lay members) who will do his bidding in the city.

The Azure Cinquefoil

Mysterious Powers Behind the Throne
There are many rumours flitting about the Azure Cinquefoil. They share their memories, they are the host bodies for a very long-lived spirit, they are trying to manoeuvre the Hidden Emperor into power, they are attempting to remake Heaven by changing the gods' pictures and stories...

Worshippers: Actors, artists, conspirators, merchants, nobles, spies

Cult Skills: Craft (Painting), Disguise, Influence, Language, Lore (World), Spear

Worshipper Duties: Mysterious errands and strange manoeuvrings to increase political power

Cult Spells: Befuddle, Demoralise, Emotion, Glamour

Special Benefits: Cult members can easily find artistic patrons and court positions and receive D6 x 100 silvers every year from the cult. In return, they must obey those higher than them without question and never reveal their membership to anyone. Initiates and higher may only marry who the cult tells them to marry.

Childer of Hama-Dreth

Ravening God of the Outer Wastes
The Childer of Hama-Dreth worship a nightmarish deity who seeped down from the stars before the world formed, and who dwells now in the empty spaces hidden within the bleakest deserts of the world. They believe that Hama-Dreth will open the way and destroy the world, and work to bring about that glorious consummation.

Worshippers: Cannibals, demonologists, madmen, sorcerers

Cult Skills: Dagger, Lore (Astronomy), Lore (Poisons), Stealth, Survival

Worshipper Duties: Preparing the way for their dark Lord

Cult Spells: Darkwall, Fanaticism, Hand of Death, Mindspeech

Special Benefits: Cultists of Hama-Dreth can integrate themselves with Chaos runes without a Persistence test. An Initiate or above has 1D8 mad cultists (lay members) who will kill themselves – or anyone else – for him.

Divine Intervention

Acolytes, Runepriests and Runelords may request Divine Intervention at times of great need, seeking the aid of their deity in return for their long years of service.

A character can call upon his deity for Divine Intervention whenever he faces a desperate situation and may even do so if dead or unconscious. When Divine Intervention is requested, roll 1D100. If this rolls equal to or less than the character's POW, the call for aid is answered. However, the gods demand a heavy price for their help and the character will suffer a permanent loss of POW equal to the 1D100 roll if he is successful. If the character's POW is reduced to 0 by this, his soul is taken to serve the god directly, effectively killing the character permanently (though his request will still be granted).

A character can only call for Divine Intervention once per month, whether he is successful or not.

Divine Intervention can take many forms and the Games Master is always the final judge as to what is possible. However, the following can be considered guidelines:

- Allow the character to cast any cult spell at any Magnitude with any amount of extra Magic Points used for overcharging it.
- Allow a cult spell to affect every worshipper of the god within the character's line of sight.
- Bring back to life a worshipper (who may not be the character calling for Divine Intervention).
- Various 'divine' effects are also possible. Examples could include creating a fog to allow the character to escape from enemies, double his STR to defeat a powerful enemy or cause a river to break its banks to stall an invading army.

Divine Intervention cannot be used to directly harm or slay mortal creatures. Gods will usually refuse to aid non-worshippers and their effects will usually be related to their sphere of influence (a God of Commerce, for example, cannot cause a thunder storm but the God of Weather certainly could).

ADVENTURING

U p to this point, this rulebook has focussed on very specific areas of rules that will allow characters to resolve most of the problems they face through either combat or skill use. There are, however, many different hazards and challenges to overcome during an adventure, such as crossing vast distances, coping with raging fires or even just resting up to heal wounds before the next great challenge. This chapter provides the rules players will need to fully flesh out their adventures.

Time

Every game setting will have its own calendar for the year. In Glorantha, the year is divided into five seasons (plus two weeks called Sacred Time) of eight weeks each, with each week containing seven days. The Gloranthan year therefore has 294 days. Days are a standard 24 hours in length. This allows players and Games Masters to quantify the effects of time on a game.

For example, a character studying the mysteries of a great rune may require several months of hard work, during which he might take part in several adventures. On the other hand, if a character needs to travel across a continent to fulfil a Quest, it is important to know how far he can travel each day in order to find out how long this will take him.

Combat Rounds

The only situation in which *RuneQuest* breaks from the usual time conventions of minutes, hours, days and months is during combat. Combat is divided into Combat Rounds, each lasting five seconds – thus, there are 12 Combat Rounds in a minute. During each Combat Round, a character will be able to perform a number of Combat Actions. This is important as players need to know just what their character is capable of during a Combat Round.

Combat Rounds and characters' actions within them are described in more detail on page 44 in the Combat chapter.

Movement

Characters will often have to travel distances great and small in their adventures and it is important to know just how long this takes. The Movement table shows how far characters with a variety of Movement scores can travel over various periods of time. Groups of characters travelling together will move at the speed of the slowest member.

Note that the distances listed assume different speeds of pace. Movement in combat assumes a character is moving as fast as possible given his particular Combat Action. Movement over any period other than combat (Minute or longer) assumes a character is walking at a sustainable rate, though it is possible to run instead. This sustainable walking is considered light activity, though a full day (12 hours) of walking will count as medium activity (see Fatigue on page 86).

Running

Running is easy enough for short periods; a character can run for a number of minutes equal to his CON before suffering from any tiredness. Once this time period has elapsed, the running counts as medium activity (see Fatigue on page 86).

Movement

Time Period	Movement 1m	Movement 2m	Movement 3m	Movement 4m	Movement 5m	Movement 6m
Combat Action	1m (2m if running)	2m (4m if running)	3m (6m if running)	4m (8m if running)	5m (10m if running)	6m (12m if running)
Minute	12 (24m if running)	24m (48m if running)	36m (62m if running)	48m (96m if running)	60m (120m if running)	72m (144m if running)
Hour	0.7km	1.4km	2.2km	2.9km	3.6km	4.3km
Day (12 hours)	8.4km	16.8km	26.4km	34.8km	43.2km	51.6km

Terrain & Weather

Movement rates can be hindered by terrain and adverse conditions such as wind, rain and hail. These conditions are divided into three categories, Slight, Moderate and Great Adversity, each of which have an increasing effect upon a character's movement.

Slight Adversity: Includes snow or sand-covered ground, light vegetation, woods, heavy rain. Reduce the character's distance moved by 25%. Two or more of these conditions combined count as Moderate Adversity.

Moderate Adversity: Includes snow or sand-drifts, ruined buildings, thick vegetation, thick forests, steep hills, marshes and storms. Reduce the character's distance moved by 50%. Two or more of these conditions combined count as Great Adversity.

Great Adversity: Includes near-impenetrable jungles, mountainous terrain, deep swamps, blizzards, hurricanes. Reduce the character's distance moved by 75%.

Chases & Pursuits

It is quite common for an adventurer to be involved in a pursuit or chase of some kind, whether he is fleeing from a terrible threat or chasing down a retreating enemy. It is a simple matter for a Games Master to resolve pursuits when the participants have widely different Movement rates – the faster moving characters will always be able to out-run or catch up with their opponents.

However, it is possible to sprint during short pursuits. If a character succeeds at a Difficult (–20%) Athletics test, they may treat their Movement as one higher than normal for a single Combat Action or minute (Games Master's discretion, dependent on the type of chase). This can enable characters to temporarily catch up with the pursued or alternately allow the pursued to escape their pursuer.

Sprinting is very tiring when chasing and counts as heavy activity (see Fatigue on page 86).

If mounts are being used by characters in a pursuit, then the Athletics skill of the mount should be used rather than that of the character.

The Rune of AIR

There are, of course, other types of pursuits than on foot and horseback. Chariot racing, for example, is a popular pastime in many cultures. Such a race does not rely on the Athletics ability of the horse or the charioteer, but rather upon the charioteer's Driving skill. Likewise, a race between two boats relies upon the Boating skill of the pursuer and the pursued.

Most chases and pursuits do not last very long. For those that do, however, the Games Master should keep in mind the Fatigue rules (see page 86).

Pursuit by Different Means

It is not uncommon for the pursued and the pursuer to be engaging in a chase by different means. For example, someone on horseback might be attempting to flee a battlefield, while someone in a chariot gives chase. Usually, these pursuits are easily resolved, as one means of travel will have an inherently higher Movement score than the other.

In situations where this is not the case, the pursued and pursuer should use the skill or ability appropriate to their individual methods of travel. In the cited example, the pursued would use his horse's Athletics skill, while the pursuer would use his Driving skill.

Vision

Normally, a character's vision will be unimpeded by anything other than darkness or physical objects. However, once night falls or the character enters a cavern, illumination become important. Consult the Illumination & Darkness table to see how these conditions can affect characters.

Dark Sight
Allows the character to treat pitch black conditions as dark. Normally possessed by subterranean creatures and trolls.

Night Sight
Allows the character to treat partial darkness as illuminated and darkness as partial darkness. Normally possessed by nocturnal creatures.

Illuminating Items

Example	Radius
Candle or embers	1m
Flaming brand or lantern	3m
Campfire	5m
Bonfire	10m
Light spell	10m, but unlike natural light sources, the Light spell only illuminates a 10m radius and does not provide partial darkness or darkness to areas beyond this radius.

Fatigue

Adventurers are usually hardy individuals, but even the best of them are still just people, with limits to what they can physically achieve. The greatest warrior in the world may have phenomenal endurance, but even he will not be able to run ten miles to a besieged village and then fight for three hours non-stop. As characters engage in strenuous physical activity, they risk becoming Fatigued.

Physical activity is divided into three categories; light, medium and heavy. The length of time a character can engage in physical activity without running the risk of becoming Exhausted is determined by his CON, as detailed under each category of physical activity. Once this time has elapsed, a character must begin to make skill tests in order to resist the effects of exhaustion.

Light Activity: Includes travelling or swimming at a reasonable pace, casting spells or carrying light loads. Characters never risk Fatigue while engaging in light activity.

Medium Activity: Includes running, fighting in combat, climbing or swimming at a rapid rate. A character can engage in medium activity for a number of minutes equal to his CON before risking Fatigue. Once this time has elapsed, the character must immediately make a Simple (+20%) Athletics test or begin suffering the effects of Fatigue. So long as the activity continues, he must make another Simple (+20%) Athletics test every time a number of minutes equal to the character's CON elapse.

Illumination & Darkness

Environment is…	Example	Effects
Brightly Illuminated	Blazing summer day, shrine holding a rune of Light.	+10% to Perception tests to spot hidden characters or items.
Illuminated	Heavily candlelit room, overcast day, within radius of illuminating item.	None.
Partial Darkness	Cavern mouth, misty day, within 3 x radius of illuminating item.	–20% to vision-based Perception tests.
Dark	Large cavern illuminated only by embers, foggy day, within 5 x radius of illuminating item.	–40% to vision-based Perception tests; Movement penalised by –1m.
Pitch Black	Sealed room with stone walls, cavern many miles underground, mountaintop whiteout, shrine holding a rune of Darkness.	Perception tests reliant on vision impossible, as are ranged attacks; –60% to close combat attacks; Movement halved.

Fatigue Levels

Level of Fatigue	Effects
Fresh	None.
Winded	All skill tests (including further tests to resist Fatigue) suffer a –10% penalty.
Tired	All skill tests (including further tests to resist Fatigue) suffer a –20% penalty. Movement suffers a –1m penalty.
Wearied	All skill tests (including further tests to resist Fatigue) suffer a –30% penalty. Movement suffers a –1m penalty. Strike Rank suffers a –2 penalty.
Exhausted	All skill tests (including further tests to resist Fatigue) suffer a –40% penalty. Movement is halved. Strike Rank suffers a –4 penalty. DEX is considered 5 points lower for the purposes of determining Combat Actions. Character must make a Persistence test every minute or fall unconscious for 1D3x2 hours
Debilitated	All skill tests (including further tests to resist Fatigue) suffer a –50% penalty. Movement is halved. Strike Rank suffers a –6 penalty. DEX is considered 10 points lower for the purposes of determining Combat Actions. Character must make a Difficult Persistence test every Combat Round or fall unconscious for 1D6x2 hours.

Heavy Activity: Includes back-breaking manual labour, sprinting and climbing at a rapid rate. A character can engage in heavy activity for a number of Combat Actions equal to his CON score before risking Fatigue. Once this time has elapsed, the character must immediately make a Normal (+0%) Athletics test or begin suffering the effects of Fatigue. So long as the activity continues, he must make another Normal (+0%) Athletics test every time a number of Combat Actions equal to the character's CON elapse.

Note that some versions of medium or heavy activity may not require Athletics tests. The Games Master may decide that in order for a character to escape Fatigue after a long night in the Great Library searching for clues, a Persistence test is required instead, as the mental exertion counts as medium activity.

Effects of Fatigue

If a character fails a test while engaged in medium or heavy activity, he will begin to show Fatigue. Every time a Fatigue test is failed, the character will drop down one level of Fatigue, as shown on the Fatigue Levels table.

Time and Fatigue

Characters, regardless of activity, will naturally tire. Once a character has been awake for 10+CON hours, they must make a Persistence test or drop one Fatigue level. This test must be repeated for every hour the character remains awake.

Recovering from Fatigue

A character will move up one level of Fatigue for every two hours of complete rest or four hours of light activity. A successful First Aid or Healing test can raise a character by one level of Fatigue once per day, but cannot raise a character above Winded.

Exposure, Starvation and Thirst

Freezing cold wastes or crippling hot deserts can take a terrible toll on characters, as can hunger and thirst.

Exposure occurs when a character is insufficiently prepared against a hostile environment, normally because of a failed Survival test. A character can normally survive for a number of hours equal to his CON before suffering from exposure.

A character can survive for a number of days equal to his CON before becoming starved, though after three days they will begin to suffer a –10% penalty to Fatigue tests. A character can survive for a number of hours equal to his CON x 4 before becoming chronically thirsty, though particularly arid environments may reduce this to CON x 3 or even CON x 2.

Abstract Fatigue

The standard Fatigue rules aim for a balance between realism and ease of play. However, at the Games Master's discretion, they can be still further simplified for players who find keeping track of elapsed rounds almost as tiresome as armed combat.

The Games Master can simply call for a Simple (+20%) Athletics test after each major exertion by a character or antagonist. A major exertion might be: killing a foe, emptying a treasure chamber, fleeing a foe, withstanding a cavalry charge, mounting an infantry charge, swimming a rapid river, climbing a castle wall, and so forth. He should feel free to adjust the rhythm until he and the players are comfortable – some groups may agree that it takes three kills (or major duels) to induce a Fatigue test. Other groups may decide that the first kill merits a Simple (+20%) Athletics test, the second and third a Normal (+0%) Athletics test, the fourth and fifth a Difficult (–20%) Athletics test, and so forth. A rest between combats might 'reset' this clock.

The key is for players and Games Master to develop a system that they will use. To this end, the Games Master should make sure that intelligent planning (and perhaps the occasional skill test of Lore (Tactics)) allows the characters to catch their foes while their enemies are Tired or Wearied from a long day of evildoing. Rules that only hamper the players are rules that the players will not enjoy following.

The effects of abstract Fatigue are the same as those given in the regular rules.

Whenever a character is suffering from exposure, starvation or thirst, the Fatigue test penalty immediately doubles to –20%. In addition, the character will automatically suffer one point of damage to all locations every day, for every condition he is experiencing. Natural or magical healing will not heal this damage – only sufficient shelter, food or water can remedy the problem and allow natural or magical healing to take place.

Healing

It is inevitable that characters will sustain injuries during their adventures. This is just part of the price of being a hero – those who would rather avoid this can easily stick to a life of farming instead. Healing can be performed in one of three ways – using the First Aid skill (see the Skills chapter on page 24), a magical spell, or through natural healing, resting while the injuries heal themselves.

Natural Healing

So long as a character is not at death's door, he can be assured that all but the most dire wounds will heal without too much attention. The downside is this can take a very long time.

A character's injured locations (any location that has 0 hit points or more) regain one hit point per 24 hours, as long as the character does not engage in anything more than light activity.

A character's badly injured locations (any location that has –1 or fewer hit points or more) regain one hit point per location per day, as long as the character does not engage in anything more than light activity, and the character succeeds at a Resilience test.

Natural healing will not heal a Major Injury until that location has either been treated with a successful Healing test (see page 27) or magical healing has been applied.

Magical Healing

However magical healing is achieved, whether from a spell, prayer or potion, it has an instantaneous effect.

In addition to the restoration of hit points, any location suffering a Major Wound that receives even a single hit point's restorations through magical healing immediately stops bleeding and is healed sufficiently to benefit from natural healing.

If a character has been knocked unconscious due to a Serious or Major Wound, the restoration of a single hit point to the wounded location that caused the unconsciousness will revive the character.

Unless specifically stated in the magic's description, magical healing cannot re-attach severed limbs or revive the dead.

Encumbrance

Despite their most fervent prayers, characters will be unable to carry every last weapon, piece of armour and treasure chest they discover. There is a limit to what a character can carry and those who exceed this limit will not be able to move very quickly.

Every piece of equipment in the Equipment chapter has an Encumbrance (ENC) score, though some items are too small or light to have an ENC score. Characters can usually ignore the effects on Encumbrance that these have unless they start carrying a lot of them – assume that an average of 20 such items will equal 1 ENC, so long as the character has a suitable means of carrying them, such as a sack or backpack.

A character can carry equipment whose total ENC is less than or equal to his STR+SIZ without penalty.

Overloading

A character carrying total ENC greater than his STR+SIZ is Overloaded.

Overloaded characters suffer a –20% penalty to all tests that require physical actions, including Weapon skill tests and most tests that have DEX or STR as a Characteristic (some exceptions being Sleight and Mechanisms).

Overloaded characters have their Movement halved. They also suffer a –20% penalty to all Fatigue tests.

A character cannot carry more than twice his STR+SIZ in ENC.

Hazards

There are many hazards an adventurer must face during his Quests and not all will involve combat. There are many other dangers that can be just as lethal.

Falling

Falling can happen for a number of reasons. Failed or fumbled Athletics tests to climb or jump often result in falls and Knockback can easily knock a character off a precipice. A character that takes damage from a fall ends up prone. Armour points do not reduce falling damage.

Falling Distance

Distance Fallen	Damage Taken
1m or less	No damage.
2m to 5m	D6 points of damage to a random location.
6m to 10m	2D6 points of damage, each D6 applied to a randomly rolled location.
10 to 15m	3D6 points of damage, each D6 applied to a randomly rolled location.
16m to 20m	4D6 points of damage, each D6 applied to a randomly rolled location.
+5m	+1D6 damage.

As long as the character was not surprised, they may attempt an Acrobatics test to mitigate falling damage – a successful test allows the character to treat the fall as if it were two metres shorter than it actually is. In addition, as long as this test is a success and the character is not reduced to 0 hit points in a location due to the fall, the character lands relatively safely and is not prone.

Characters falling onto soft surfaces (such as thick moss or a hay stack) may have the distance they fall effectively halved for the purposes of damage. The Games Master will decide whether this applies or not.

Characters falling onto damaging surfaces (such as pit spikes or a concrete floor bubbling with two inches of acid) will suffer the effects of the surface to all locations that are damaged in the fall.

Suffocation

A character will suffer from suffocation whenever he is unable to find breathable air, whether it is from thick smoke, choking, drowning or being within a complete vacuum.

While performing medium activity, a character can hold his breath for a number of Combat Rounds equal to his CON. Characters engaging in light activity can double this time, while characters performing heavy activity will halve it.

Once a character has surpassed the time for which he can hold his breath, he must make a Resilience test every round with a cumulative –10% penalty. If he fails, he automatically starts inhaling the suffocating substance, which automatically damages his Chest location every round.

Suffocating Substance

Substance Inhaled	Damage Taken to Chest Location
Water	1D6
Vacuum	1D6
Thick Smoke	1D3
Poison Gas	Character is exposed to the poison. If the gas is also a thick smoke, then 1D3 damage is incurred in addition to the poison's effect.

Armour points do not reduce suffocation damage. The damage will only cease once the character can draw breathable air once more. Even then, the character is likely to require Resilience tests to be able to do anything other than wretch or gasp for breath for 1D4 Combat Rounds.

Fire, Heat and Freezing

Fire and intense heat can come from numerous sources, such as naked flames or super-heated metal.

A character will normally take damage from fire or heat to a specific hit location. However, if a character is immersed in the source of the damage (such as standing within a burning room or being burned at a stake), then all locations will suffer from the damage the fire causes. The amount of damage suffered from fire or heat will depend on its intensity, as shown on the Fire and Heat table.

Fire and Heat

Damage Source	Example	Damage
Flame	Candle	1 point
Large Flame	Flaming brand	D4 points
Small Fire	Camp fire, cooking fire	D6 points
Large Fire	Scolding steam, large bonfires, burning rooms	2D6 points
Inferno	Lava, inside a blast furnace	3D6 points

Cold Damage

Cold can be just as deadly, though generally harder to implement as a lethal weapon. If something is cold enough to cause damage, it will cause damage according to its size, just like fire or heat.

Poison

Poison can come in a variety of forms – some creatures produce it naturally, some warriors smear it on their swords, while assassins may place poison in food. Regardless of how poison is introduced to the character, its effects are always treated in the same way. Every type of poison has the following information detailed:

Name: The poison's name. Also, if the poison is magical in nature, it will be mentioned here.

Type: Lists whether the poison is ingested, used on a weapon or inhaled.

Delay: The time between the poison's introduction to a character, to the time its effect takes hold.

Potency: This is a number between 10 and 100 that measures the strength of a poison. Some magical poisons, like basilisk venom, have even higher Potencies. A character must make an opposed Resilience test versus the poison's Potency test in order to avoid or mitigate the damage of the poison.

Poison Succeeds, Character Fails

If the poison succeeds its Potency test and the character fails his Resilience test, the poison has its full effect.

Character Succeeds, Poison Fails

If the character succeeds his Resilience test and the poison fails its Potency test, the poison has no effect.

Both Poison and Character Succeed

Whoever rolled the highest in their test wins.

Both Poison and Character Fail

Whoever rolled the lowest in their test wins.

Effect: Usually hit point damage that affects all locations of the victim, though this is not universal. Some poisons cause a character to sleep for a period of time. More exotic poisons may cause hallucinogenic effects, paralysis or a combination of effects. These take place after the delay noted above.

Duration: How long the poison, if effective, will affect the victim. The effects of the poison cannot be removed or healed until the poison itself has been neutralised or has dissipated in the victim's system. Hit point damage caused by poison will not automatically heal – it must be healed through magical or natural healing.

Poison Examples

Dream Powder

Type: Ingested or inhaled
Delay: 1D3 minutes
Potency: 62
Full Effect: Victim falls asleep
Duration: 6D10 minutes

Lych's Bane Brew (Magical)

Type: Ingested or smeared
Delay: Immediate
Potency: 55
Full Effect: 1 hit point damage to all locations, applies –4 penalty to victim's STR and DEX
Duration: 1D10 minutes

Manticore Venom

Type: Smeared
Delay: 1D2 Combat Rounds
Potency: 65
Full Effect: 1D3 hit point damage to location struck
Duration: 6D10 minutes

Wetslag Root

Type: Ingested or smeared
Delay: 1D6 Combat Rounds
Potency: 46
Full Effect: 1 hit point damage to all locations
Duration: 1D10 minutes

Wyvern Venom

Type: Smeared
Delay: Immediate
Potency: 78
Full Effect: 1 hit point damage to location struck, applies –6 penalty to victim's DEX
Duration: 3D10 minutes

Disease

Diseases and plagues are common in the worlds of *RuneQuest*. Evil shamans invoke spirits of disease to spread sickness, some creatures (such as broo) are known to carry diseases and some regions are afflicted by plague. Every type of disease has the following information detailed:

Name: The disease's name. Also, if the disease is magical in nature, it will be mentioned here.

Type: Lists whether the disease is spread through contamination (tainted foodstuffs), touch (including diseased weapons) or is airborne.

Delay: The time between the disease's introduction to a character, to the time its effect takes hold. It is also the

time following disease contraction that a victim will be forced to make follow-up opposed disease tests.

Potency: This is a number between 10 and 100 that measures the strength of a disease. Some magical diseases, like the shining plague, have even higher Potencies. A character must make an opposed Resilience test versus the disease's Potency test in order to avoid or mitigate the damage of the disease.

Disease Succeeds, Character Fails
If the disease succeeds its Potency test and the character fails his Resilience test, the disease has its full effect.

Character Succeeds, Disease Fails
If the character succeeds his Resilience test and the disease fails its Potency test, the disease has no effect.

Both Disease and Character Succeed
Whoever rolled the highest in their test wins.

Both Disease and Character Fail
Whoever rolled the lowest in their test wins.

Effect: Usually hit point damage that affects all locations of the victim, though this is not universal. Many diseases will apply a penalty to Characteristics or skills. More exotic diseases may cause hallucinogenic effects, paralysis or a combination of effects. These take place after the delay noted above.

The effects of the disease cannot be removed or healed until the disease itself has been neutralised or has dissipated in the victim's system. Hit point damage caused by disease will not automatically heal – it must be healed through magical or natural healing.

Unlike a poison, diseases will progress if a character does not resist its effects. Once the first opposed test is failed by the victim, they will have to make an additional opposed test (after an amount of time determined by the disease's delay statistic).

If the victim succeeds this second opposed test, he has overcome the worst of the disease and will no longer suffer its effects (other than remaining hit point damage) after a while (use the disease's delay statistic to determine how long this takes).

If the victim fails this second opposed test, he falls deeper into the disease. Apply all of the disease's effects again to the character. Once the delay period has elapsed once more, the victim will have to make a third opposed disease test, and so on.

For Example: Szikit is suffering from the Yellow Ague and as such has a –2 penalty to her POW and CHA Characteristics and a –10 penalty to her Fatigue tests.

1D3 days after her original infection, she must make a second opposed Resilience versus Potency test against the disease. She fails this opposed test and the disease's effects are applied once more, leaving Szikit with a –4 penalty to her POW and CHA Characteristics and a –20 penalty to her Fatigue tests.

Disease Examples

Baron Samethan's Plague (Magical)

Type: Touch
Delay: 2D6 hours
Potency: 78
Full Effect: 1 hit point damage to all locations. All Characteristics other than SIZ suffer a –2 penalty. If the Head, Chest or Abdomen suffer a Major Wound while the victim is diseased, the victim's dead body will reanimate within 2D6 hours as a Games Master-controlled zombie.

Rumbling Fever

Type: Contamination
Delay: 4D10 hours
Potency: 52
Full Effect: 1 hit point damage to the Abdomen. STR and DEX suffer a –2 penalty. Victim will have to make Persistence test to resist eating any available food.

Yellow Ague

Type: Airborne
Delay: 1D3 days
Potency: 38
Full Effect: POW and CHA suffer a –2 penalty. All Fatigue tests suffer a –10% penalty.

Inanimate Objects

The combat rules in the Combat chapter show how characters can batter away at monsters and one another. There will be times when characters need to cause damage to inanimate objects such as doors, chests and furniture.

All inanimate objects have armour points and hit points. Except for the most unusual of circumstances, attacks on inanimate objects will automatically hit – characters simply need to work out how much damage they deal.

The object's armour points will be deducted from any damage dealt as normal, with the remainder being applied to its hit points. Once an object's hit points have been reduced to zero, it is smashed and useless.

Inanimate objects likely to block or restrain characters, such as doors or ropes, have Strength scores. To break down a door, or burst one's bonds, a character must succeed at a brute force Athletics test (see page 23). This automatically reduces the object's Hit Points to 0.

The Inanimate Objects below gives a range of examples of inanimate objects, along with their armour points, hit points and (where applicable) Brute Force modifier.

Inanimate Objects

Object	Armour Points	Hit Points	Brute Force Modifier
Boulder	4	40	—
Castle gate	4	120	–40%
Castle wall (2m section)	5	250	—
Chain	4	8	–30%
Club	2	4	—
Dagger	4	4	—
Hut wall (2m section)	2	15	+0%
Iron door	4	75	–30%
Rope	1	3	+0%
War sword	4	10	—
Wooden chair	2	6	—
Wooden door (normal)	2	25	+10%
Wooden door (reinforced)	3	30	–10%
Wooden fence (2m section)	2	5	+10%

Inanimate Objects & Weapons

A weapon is designed to cleave flesh, not stone. Using a weapon on an inanimate object with armour points equal to or greater than that of the weapon deals damage on both the object and the weapon. For instance, using a war sword on a boulder will certainly damage the boulder, but the war sword itself will be destroyed long before the boulder is. Certain tools and weapons, such as the mining pick (see page 41), are designed for use on rock and would not be destroyed if used on a boulder.

The Games Master should exercise judgement on which weapons or tools can affect which objects. For example, a warrior with a sword can easily slash through a rope, but one armed only with a maul is likely to have a much harder time.

IMPROVING ADVENTURERS

As a character completes adventures, he will gradually become more skilled, literally getting better at what he does. This is one of the main attractions of *RuneQuest*, watching the character grow and develop from a humble novice into a mighty hero. The average character is all but certain to get a little better in several areas after every gaming session. This is called gaining experience.

Experience is gained in several ways. Skills and Characteristics can all be learned and improved over time, Hero Points can be acquired and the best characters will begin to develop Legendary Abilities, talents which will allow them to accomplish incredible tasks.

Improvement Rolls

Skills and Characteristics are increased through the use of improvement rolls. Games Masters award characters with Hero Points at the end of every story (which may encompass several gaming sessions), adjusting the amount for how heroic the character was and for successfully completing parts of a given adventure.

In an average story, each character should receive three improvement rolls. This can be modified if the character performed particularly poorly or heroically, giving a range of between one and five improvement rolls awarded.

Game Sessions & Adventures

The rules for improving an adventurer assume that a typical game session lasts on average two to six hours and that a typical adventure (or Quest) takes anywhere between one session (for a quick foray) to ten sessions (for a kingdom-spanning epic).

Hero Points

The pool of Hero Points a character has represents his destiny and ability to pull off truly amazing stunts that allow him to not only survive in a dangerous world but to excel. Spending Hero Points during a game is covered in the Combat chapter on page 59.

Hero Points are also used to purchase Legendary Abilities. Games Masters award characters with Hero Points at the end of every story (which may encompass several gaming sessions), adjusting the amount for how heroic the character was and for successfully completing parts of a given adventure.

In an average story, each character should receive two Hero Points. This can be modified if the character performed particularly poorly or heroically, giving a range of between zero and four Hero Points awarded.

Improving Skills

A player can choose to spend one improvement roll to attempt to increase one known skill.

Select the skill to be increased and roll 1D100.

If this 1D100 result is *greater* than the skill's current score, the skill increases by 1D4+1 points.

If this 1D100 result is *equal to or less* than the skill's current score, the skill only increases by one point.

For Example: Trogdar the Flamebearer wishes to increase his Athletics, which is currently at 56%. He practises the skill in earnest, then spends one improvement roll.

He rolls 1D100 and results in a 78. Since this is greater 56, his Athletics skill is improved by 1D4+1 points. If he had rolled less than or equal to 56, his Athletics skill would have increased by only one point.

Note that there is no limit to the score a skill can reach. However, the more adept a character becomes at any particular skill, the more difficult it becomes for him to learn something about that skill he did not already know. Thus, as a character's skill percentage climbs, it will become more difficult and time consuming for him to raise that skill.

Practise & Research

There are two ways to improve skills – by practice and research. Characters will practise skills all the time while they engage in adventures and have plenty of opportunity to improve their weapon skills or ability to climb sheer surfaces. Extended research between adventures will allow characters to enhance more cerebral skills, studying to improve their knowledge and intellect.

Research and practise can occur during game sessions, but they more often occur between adventures in 'down time'. The Games Master will let the players know how much time there is for them to perform research and other activities between adventures. Sometimes the Player Characters might have several months free, though this is unlikely, and sometimes the Player Characters may not have any time at all as they leap from one adventure to another. The life of an adventurer is a busy one and Player Characters will almost certainly never have the time to do all the research they might wish to do.

Practising or researching a skill generally takes one day per 10% the character already possesses in the skill.

Practise

While adventuring, characters will use their skills against enemies and adversities, as well as find the time to practise specific techniques while camping or during a long voyage. As long as a character can feasibly practise their skill during an adventure, it is safe to assume they have. Many skills, especially Basic and Weapon skills, will be repeatedly practised throughout the course of a typical *RuneQuest* adventure, as the characters leap over crevasses and duel deadly villains.

All skills may be learnt through practise, except for Lore skills. Note that in the case of Runecasting and Advanced skills, the skill must be initially learnt before it can be practised (see page 97).

Research

Certain skills that primarily require the use of a character's intellect cannot be increased by mere practice. Research is the only way to improve them. The only skill that *requires* research to increase is Lore, though some other skills can also be learnt through research (and thus can be either researched or practised at the character's choice).

The following skills can be increased through research: Craft, Engineering, Evaluate, First Aid, Healing, Language, Lore, Mechanisms and Runecasting. Note that in the case of Runecasting and Advanced skills, the skill must be initially learnt before it can be researched (see page 97).

To perform research, the character must have access to a source of knowledge, usually a tome or library, though

Practice versus Research

Most players are happy to have 'all action' characters that wield swords and throw spells with abandon. As a Games Master, you can easily cater for these characters simply by running adventures and letting them increase in capability by practice as normal.

However, there is usually at least one player in each group who likes to play a more academic character and will therefore be looking for enough down time to increase his skills. Down time will become more important in *RuneQuest* as we publish new rules supplements that will cover a wide range of activities for all characters to perform between adventures, from creating magic items to ruling entire kingdoms.

Lore Skills

Lore skills are the only skills that cannot be increased through practise. That said, the definition of 'research' can be quite different for each Lore skill. While Lore (Astronomy) may require the painstaking study of starcharts and access to an observatory, Lore (Animals) can be learnt from hunter's journals, the diagrams of vivisectionists and the actual study of living creatures.

Perhaps the easiest Lore skill to research is Lore (World). As long as a character has journeyed sufficiently in the preceding game sessions, or has encountered foreign items or people, or can listen in on a taproom's conversation in the city's docks, they may attempt to increase their Lore (World) skill.

having access to the oral history of a council of elders may also qualify in some cases.

The main benefit of researching rather than practise is that research does not require as much 'trial and error' as practising requires, as most of the obvious mistakes have been committed before and recorded, or can be anticipated and countered. As such, characters may apply a +10 modifier to the improvement roll when attempting to learn the a skill through research. If the source of research is particularly excellent or erudite, the Games Master may increase this modifier to +20. Note that this is an addition to the roll, not the skill.

For Example: Trogdar the Flamebearer wishes to increase his Lore (Theology), which is currently at 25%. He researches the skill in the Great Library, which contains the greatest accumulation of holy knowledge ever known to be assembled. The Games Master rules that using the Great Library applies a +20 modifier to Trogdar's improvement roll. As such, Trogdar's improvement roll of 14 is increased to 34, which exceeds his current skill score of 25% – resulting in his Lore (Theology) increasing by 1D4+1 points rather than one point.

Mentors

Mentors are trainers who improve practice and research rolls for skills a character already possesses. A mentor must have a score in the skill being taught that is at least double his student's score in that skill.

The mentor must be present with the student for the entire practising or research period. Before the student makes their improvement roll, the mentor makes a skill test for the taught skill.

If the mentor's skill test is a failure, then the student makes their improvement roll as normal.

If the mentor's skill test is a success, then the student makes their improvement roll and applies a positive modifier to the roll equal to the mentor's critical success range with the skill. Note that this is an addition to the roll, not the skill. In addition, if the student's improvement roll results in a gain of 1D4+1 points, this gain is instead increased to 1D6+1 points.

For Example: Trogdar the Flamebearer learns 2H Axe underneath the legendary Widesmack. Trogdar has a 2H Axe skill of 62%, while Widesmack has an impressive skill of 148%. Unsurprisingly, Widesmack succeeds in his mentoring skill test.

Trogdar now makes his improvement roll and gets a 49. He adds Widesmack's 2H Axe critical success range (148 divided by 10, or 14) to this roll, for a total of 63 – just greater than his skill of 62%. As such, Trogdar's 2H Axe skill would normally gain 1D4+1 points, but as he was mentored, the increase is instead 1D6+1 points.

Costs

Hiring a mentor is not cheap. It generally costs one silver per point the mentor has in the skill, per day of training. This can make extensive mentoring an incredibly expensive proposition, though it is nearly always worth the effort.

Learning New Advanced Skills

It is not necessary to learn Basic skills, as all characters have a natural facility with them that can (if the character so chooses) improve over time. Likewise, Runecasting is not learned but acquired immediately upon integration with a rune. Advanced skills, however, require a special effort to learn

In order to learn a new Advanced skill, the character must either be able to research it (in that it is both researchable and the relevant research material is to hand) or they must be taught it by a mentor.

It costs *two* improvement rolls to attempt to learn a new Advanced skill. The character immediately gains the new Advanced skill at the base score determined by the appropriate Characteristics (see the Advanced Skills table on page 29). The character may now increase the skill normally through practice or research.

Improving Characteristics

A character can gradually improve his Characteristics, becoming more intelligent, stronger or dextrous over time. Characteristics improve at a much slower rate than skills but can have more of an effect on a character. Characteristics always improve through practise rather than research. Mentors are generally not of use when increasing Characteristics, as the character is developing his own broad potential rather than learning new tricks or abilities.

A player can choose to spend *three* improvement rolls to attempt to increase one Characteristic by one point. SIZ may never be increased using improvement rolls.

Multiply the Characteristic to be increased by five. Then roll 1D100.

If this 1D100 result is *greater* than the Characteristic x 5, the Characteristic increases by one point.

If this 1D100 result is *equal to or less* than the Characteristic x 5, the Characteristic does not increase. However, one skill that the character already possesses is increased by one point. One of this skill's derived Characteristics must be the same as the Characteristic which was not improved.

For Example: Trogdar the Flamebearer wishes to increase his STR, which is currently 14. He embarks on a regimen of weightlifting and practise with overweighted swords, then spends three improvement rolls.

His STR multiplied by five is 70. He rolls 1D100 and results in a 53. Since this is less than 70, his STR is not improved. However, his training has paid off in a lesser manner – Trogdar opts to increase his 2H Sword skill by 1%, as one of its derived Characteristics is STR.

A roll of 96 to 00 on this roll always results in the Characteristic increasing.

When a Characteristic increases, all skills that derive their base scores from it will change accordingly, as will the character's Attributes such as Combat Actions, Strike Ranks and Damage Modifier.

The maximum a human character can increase a Characteristic to is 21. For non-humans, the maximum for a Characteristic is equal to the maximum possible starting score for the Characteristic plus three.

For Example: While a human can develop his STR to a maximum of 21 (18+3), a dwarf may increase his STR to a maximum of 27 (24+3).

Legendary Abilities

There are many competent warriors and spellcasters in the world but only a tiny fraction display awesome innate talents that allow them to take on a horde of creatures alone or master the deepest magical mysteries. These talents are called Legendary Abilities.

A small range of Legendary Abilities are presented below and more can be found in various *RuneQuest* supplements. Each has a description of what a character with the Legendary Ability can do.

In order to gain a Legendary Ability, a character must meet the requirements listed for it and then spend the required number of Hero Points. However, there is usually more to gaining a Legendary Ability than merely meeting the character sheet requirements.

Games Masters should bear in mind that a Legendary Ability is not simply a piece of merchandise a character can pick up at the market after accumulating enough 'money' in the form of Hero Points. These are rare and wonderful abilities, not merely a 'character sheet upgrade'. In order to learn these abilities, a character should be required to go on a Quest to find a suitable

teacher – and potentially another Quest after that to prove his worth to the teacher. Unlike training in Advanced skills, there is no set cost in money for a character to learn a Legendary Ability. Rather, the cost should be tailored to the ability (as well as the Player Character and potential teacher) by the Games Master.

For instance, a Player Character wishing to learn Slaying Touch must find a master of the martial arts and persuade him that he is worthy to learn this deep secret. If the Games Master reduces this to a mere Influence skill test, he is cheating himself and the players out of a vastly more interesting game session. Perhaps the Player Character seeking to learn Slaying Touch must spend several months following rumours and braving dangers until he locates the master that can train him. Then, he must prove his worth by performing an act of service for the master, which could range from spending a month in meditation to fighting and defeating the master's other pupils, to locating a gemstone of a precise kind and size. The Games Master should take care to ensure that these requirements, while certainly difficult, are not too onerous, or the Player Characters may simply ignore most Legendary Abilities.

While it is certainly possible to find charlatans who only pretend to teach a Legendary Ability, such people are

Legendary Abilities

Legendary Ability	Requirements	Hero Points
Battle Fury	CON 15+, close combat Weapon skill 90%+	12
Born to the Saddle	POW 15+, Riding skill 90%+	8
Dead Eye	DEX 15+, ranged Weapon skill 90%+	10
Decapitating Swing	STR 15+, 2H Sword or Axe skill 90%+	12
Disease Immunity	CON 15+, Resilience skill 70%+	8
Duellist	1H Weapon or Rapier skill 90%+	10
Empathic Wound	POW 15+, Healing skill 90%+	10
Heroic Aura	CHA 15+, Influence skill 90%+	12
Linguist	INT 15+, two non-native Language skills 50%+	8
Loremaster	INT 15+, four Lore skills 50%+	10
Poison Immunity	CON 15+, Resilience skill 70%+	8
Rune Adept	POW 15+, four Runecasting skills 50%+	10
Runelord	Varies	12
Runepriest	Varies	10
Skin of the Bear	CON 15+, Resilience skill 90%+	10
Slaying Touch	POW 15+, Martial Arts skill 90%+	12
Tireless	CON 15+, Athletics skill 90%+	8
Wall Leaping	DEX 15+, Acrobatics skill 90%+	10

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rather rare. Most characters who come in search of such abilities are too powerful to be trifled with lightly and deal harshly with those who have wasted so much of their time.

Battle Fury

Requirements: CON 15 or higher, any close combat Weapon skill at 90% or higher
Hero Points: 12

You are a terrible foe on the battlefield, effortlessly crushing your enemies beneath your blade. You can enter a Battle Fury as a Combat Action. While in a Battle Fury, the following effects take place:

- ☒# Your STR and CON are both considered to be 5 points higher, but only for the purposes of determining your Damage Modifier.
- ☒# All your close combat Weapon skill tests, including Unarmed and Martial Arts, receive a +50% bonus.
- ☒# All your Persistence and Resilience skill tests receive a +50% bonus.
- ☒# You may not parry, dodge or dive for cover.

You may remain in Battle Fury for a number of rounds equal to your CON. Upon leaving Battle Fury, you automatically gain three levels of Fatigue.

Born to the Saddle

Requirements: POW 15 or higher, Riding 90% or higher
Hero Points: 8

Sitting in the saddle is more natural to you than walking. While riding, the following effects take place:

- ☒# Any penalty to your Riding skill is reduced by –20 %. For instance, if the driving rains and slippery ground would normally apply a –40% penalty to your Riding test, the penalty is reduced to –20%.
- ☒# You may use 2H Weapon skills, Polearms and Staffs.
- ☒# You may treat all animals you ride as trained for combat.

☒# You may use your Riding skill instead of your Dodge skill when dodging.

Dead Eye

Requirements: DEX 15 or higher, any ranged Weapon skill at 90% or higher
Hero Points: 10

Your accuracy at range with your chosen weapon is the stuff of legends. Pick any single ranged weapon (with which you must have at least 90% skill). While using this weapon, the following effects take place:

- ☒# Increase the weapon's Range by 50%.
- ☒# Increase the weapon's damage by +2 (only to targets within Range).
- ☒# Precise attacks with the weapon only suffer a –20% penalty.

Decapitating Swing

Requirements: STR 15 or higher, either 2H Sword or 2H Axe skill at 90% or higher
Hero Points: 12

With one mighty swing, you can slice an enemy's head clean off his shoulders. You may only use Decapitating Swing with a 2H Axe or 2H Sword and only against an opponent whose SIZ is within ten of your SIZ.

Decapitating Swing is declared before a precise attack, targeting your opponent's head, is started. Any attempt to dodge or parry this precise attack gains a +20% bonus. As long as the attack inflicts at least a Minor Wound, the attack is converted to a Major Injury that decapitates the target.

Disease Immunity

Requirements: CON 15 or higher, Resilience 70% or higher
Hero Points: 8

You are immune to all normal diseases. Magical diseases will still affect you, though you gain a +20% bonus to tests to resist them.

Duellist

Requirements: 1H Weapon skill or Rapier skill at 90% or higher
Hero Points: 10

Your skill with your chosen duelling weapon is legendary. While using this weapon, the following effects take place:

- ☒# You may parry one additional attack per Combat Round (over and above the normal Reaction allowance).
- ☒# You gain a +10% bonus to your Weapon skill when parrying.
- ☒# Increase the weapon's damage by +1.

Empathic Wound

Requirements: POW 15 or higher, Healing skill at 90% or higher
Hero Points: 10

One of the rarest of the Legendary Abilities, Empathic Wound is a dangerous and taxing ability to use. Scholars are divided over the veracity of its existence, let alone how it actually works – as it seems to allow the user to channel magical energy, even if he is not Rune Touched.

With Empathic Wound, you may offset the injuries a companion has sustained by transferring the hit point damage to yourself. For instance, if a companion has been wounded in the Leg for four hit points of damage, you may take one, two, three or four of those hit points upon yourself, instantly healing a like number of hit points in your companion's Leg. A wound appears on your body at the same hit location as your companion (in the case of different species with different hit locations, the Games Master should assign the damage to the most appropriate location). One hit point of damage may be transferred each Combat Round, during which neither patient nor healer may move or perform other Combat Actions.

Transferring damage with Empathic Wound is one of the most gruelling endeavours in the world. Each Combat Round, you must make a Resilience test with a –40% penalty or take one level of Fatigue (see page 86). Empathic Wound is incapable of re-growing or re-attaching severed limbs or resurrecting a character.

Heroic Aura

Requirements: CHA 15 or higher, Influence skill at 90% or higher
Hero Points: 12

Your presence is not only heartening to your comrades, you are also a shining example to others.

All allies within your CHA in metres will be heartened by your presence, gaining your CHA as a bonus to any Persistence or Resilience tests they are called upon to make.

In addition, you may make take a Combat Action to encourage your nearby allies, requiring an Influence test. If this is successful, they gain your CHA as a bonus to all Weapon skills for the remainder of the Combat Round.

Linguist

Requirements: INT 15 or higher, two Language skills (aside from your native tongue) at 50% or higher
Hero Points: 8

Your study of languages has taught you the common roots of all tongues, allowing you to pick up new foreign languages with startling ease.

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In order to use this ability, you must either converse with a speaker of a strange language for one hour, or simply hear the language being spoken for two or more hours. You then automatically gain the Language skill in that language at its basic score.

A successful improvement roll when improving a Language skill doubles the skill points gained (roll 2D4+2 rather than 1D4+1).

Loremaster

Requirements: INT 15 or higher, four Lore skills at 50% or higher
Hero Points: 10

You are a font of knowledge, possessed of more learning than even you can readily remember.

Any time you fail a Lore skill test, you are entitled to make an immediate Persistence test (with the same modifiers as the original Lore test) to see if you can recall some shred of knowledge germane to the subject at hand. Typically, this will reveal less information than a successful Lore test would have, but it should still be enough to be of benefit to you.

Poison Immunity

Requirements: CON 15 or higher, Resilience 70% or higher
Hero Points: 8

You are immune to all normal poisons. Magical poisons will still affect you, though you gain a +20% bonus to tests to resist them.

Rune Adept

Requirements: POW 15 or higher, four Runecasting skills at 50% or higher
Hero Points: 10

You have a natural affinity for runes and are sometimes able to integrate them with no sacrifice of personal power.

You gain a +20% bonus to Persistence tests to integrate runes. In addition, whenever you make a Persistence test to integrate a rune, a critical success results in you integrating the rune without the loss of any POW.

Runelord

Requirements: Varies by cult
Hero Points: 12

You become a Runelord of your cult. See cult description for details.

Runepriest

Requirements: Varies by cult
Hero Points: 10

You become a Runepriest of your cult. See cult description for details.

Skin of the Bear

Requirements: CON 15 or higher, Resilience 90% or higher
Hero Points: 10

Your body is strong and conditioned to the point that your naked skin is capable of shrugging off incoming damage.

Skin of the Bear gives you one armour point of natural armour on all hit locations. This stacks with equipped armour.

Slaying Touch

Requirements: POW 15 or higher, Martial Arts 90% or higher
Hero Points: 15

Your martial arts strikes can be lethal. When you strike an opponent with a Martial Arts attack, you can strike a nerve cluster with the force to kill him instantly.

Slaying Touch is declared before a precise attack is started (the type of precise attack is up to you, though if the target is wearing armour, it will have to be bypassed). As long as the attack inflicts at least a Minor Wound, the attack is considered a Slaying Touch. The target must immediately succeed at a Resilience test with a –40% penalty or die.

Tireless

Requirements: CON 15 or higher, Athletics 90% or higher
Hero Points: 8

Your stamina is legendary, allowing you to continue fighting or working long after others drop from exhaustion.

You may engage in medium activity for a number of minutes equal to your CON x 10 before risking Fatigue. The time between subsequent Fatigue tests for continuing to engage in medium activity is likewise your CON x 10 in minutes.

You may engage in heavy activity for a number of Combat Rounds equal to your CON score before risking Fatigue. The time between subsequent Fatigue tests for continuing to engage in heavy activity is likewise your CON score in Combat Rounds.

You also recover from each level of Fatigue in half the normal time (one level for every two hours of light activity or one hour of complete rest).

Wall Leaping

Requirements: DEX 15 or higher, Acrobatics 90% or higher
Hero Points: 10

Displaying incredible agility, you can run along or up walls for short distances to escape or gain a better position against an enemy.

You may only use Wall Leaping if not Overloaded, Exhausted or Debilitated. The entirety of your movement in a Combat Action may be made along a vertical surface, allowing you to bypass an obstruction that might otherwise block your path or even climb a wall at lightning speed. This can result in you running up a wall with one Combat Action, attacking an enemy with a second Combat Action, and then returning to the floor with a third Combat Action.

However, you cannot continue moving along a vertical surface from Combat Round to Combat Round – you must reach level ground (or a suitable perch) by the end of your last Combat Action in a round or fall.

Levels of Experience

As characters gradually improve throughout their adventures and Quests, Games Masters may find it useful to grade them so he can match suitable challenges and encounters against their capabilities. There are five levels of capability in *RuneQuest*.

Many future published scenarios for *RuneQuest* will be designed with a specific power level of Player Characters in mind. For example, one scenario might be designed for Player Characters of 'Veteran' level. Another, of world-shaking events and terrible foes, might be designed for Player Characters of 'Hero' level. Thus, it is important for the Games Master to keep track of the approximate power level of the Player Characters in his campaign.

Note that these are not hard and fast, absolute benchmarks. For example, a Player Character may have only two skills at 75% or higher, but might have three or four between 70% and 74%. In such a case, the Player Character is clearly a 'Veteran' character, even if he does not, strictly speaking, fulfil the printed requirements.

When judging the level of a Player Character, Games Masters should consult the Beginning Play with Advanced Characters section. By comparing the Player Characters with the statistics listed for each level of experience, it is simple enough for the Games Master to determine the approximate level of any Player Character.

Novice: A Novice character is the kind created by the character creation rules in the Creating an Adventurer chapter. All such characters start as Novices and remain so until they become Seasoned.

Seasoned: Seasoned characters are those with at least five skills ranked at 50% or higher.

Veteran: Veteran characters are those with at least five skills ranked at 75% or higher.

Master: Master characters are those with at least five skills ranked at 100% or higher.

Hero: Hero characters are those with at least five skills ranked at 125% or higher.

Beginning Play with Advanced Characters

Some players and Games Masters may wish to begin their *RuneQuest* campaign with Player Characters who are not neophytes to the ways of adventuring. Rather than attempting to correctly balance the number of trollkin to the strength of the Player Characters, the Games Master envisions a campaign that jumps immediately into the cut and thrust of an empire's politics or directly into combat with small armies of dark trolls. In such a case, the Games Master will likely wish the players to create Player Characters who have already been around the block a few times and have gained a level of experience commensurate with being seasoned adventurers, veteran warriors, masters in their fields or true heroes.

The following lists the ways a Games Master should alter character creation in order to create Player Characters of each individual experience level.

All advanced characters are created normally, including choosing cultural background and profession, until the time comes to spend free skill points.

Seasoned

Age: A Seasoned character should be at least 19 years old.
Free Skill Points: A Seasoned character receives 150 free skill points and individual skills may benefit from a maximum of 50 free skill points.
Money: A Seasoned character should be given double normal starting funds to purchase equipment.
Characteristics: A Seasoned character gains 1D3 additional Characteristic points, which may be split between their Characteristics as desired.

Runes: A Seasoned character should have 1D3 runes (above and beyond any integrated from their profession). These should be rolled for randomly (see page 65). They may or may not be integrated, as desired.

Status: A Seasoned character may be a lay member of a cult, if appropriate.

Hero Points: 3.

Legendary Abilities: None.

Veteran

Age: A Veteran character should be at least 23 years old.

Free Skill Points: A Veteran character receives 200 free skill points and individual skills may benefit from a maximum of 70 free skill points.

Money: A Veteran character should be given five times the normal starting funds to purchase equipment.

Characteristics: A Veteran character gains 1D4+1 additional Characteristic points, which may be split between their Characteristics as desired.

Runes: A Veteran character should have 1D4+1 runes (above and beyond any integrated from their profession). These should be rolled for randomly (see page 65). They may or may not be integrated, as desired.

Status: A Veteran character may be an initiate of a cult, if appropriate.

Hero Points: 6.

Legendary Abilities: None.

Master

Age: A Master character should be at least 27 years old.

Free Skill Points: A Master character receives 300 free skill points and individual skills may benefit from a maximum of 90 free skill points.

Money: A Master character should be given ten times the normal starting funds to purchase equipment.

Characteristics: A Master character gains 1D6+2 additional Characteristic points, which may be split between their Characteristics as desired.

Runes: A Master character should have 1D6+2 runes (above and beyond any integrated from their profession). These should be rolled for randomly (see page 65). They may or may not be integrated, as desired.

Status: A Master character may be an acolyte of a cult, if appropriate.

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Hero Points: 9.

Legendary Abilities: A Master character may possess any one Legendary Ability, as long as the character meets all of its requirements.

Hero

Age: A Hero character should be at least 31 years old.

Free Skill Points: A Hero character receives 500 free skill points and individual skills may benefit from a maximum of 90 free skill points.

Money: A Hero character should be given 20 times the normal starting funds to purchase equipment.

Characteristics: A Hero character gains 1D8+4 additional Characteristic points, which may be split between their Characteristics as desired.

Runes: A Hero character should have 1D8+4 runes (above and beyond any integrated from their profession). These should be rolled for randomly (see page 65). They may or may not be integrated, as desired.

Status: A Hero character may be an acolyte of a cult, if appropriate. They may also be a Runepriest or Runelord, if they possess the requisite Legendary Ability.

Hero Points: 12.

Legendary Abilities: A Hero character may possess any two Legendary Abilities, as long as the character meets all of their requirements.

CREATURES

Once adventurers begin to move away from civilised cities, they will find many dark and loathsome creatures dwelling in the wilderness. If they are to complete their Quests, adventurers must learn to fight and defeat these creatures, however monstrous the enemy.

The creatures detailed in this chapter are all native to Glorantha, though many will also be present in other settings. Games Masters can use these creatures to construct their own scenarios before moving onto one of *RuneQuest's* main settings, or use them as a basis with which to create their own creatures to battle the players.

Adventuring Creatures

Every creature detailed in this chapter has a set of statistics that may be used to represent most individuals of that species that the players face – these are considered to be 'average' members of the species.

Alternatively, Games Masters are free to generate their own creature characters, using all the normal rules in the Creating an Adventurer chapter. Every creature listed in this chapter has random Characteristics and any important traits listed, allowing Games Masters to create a character from each creature race. In addition, Games Masters might like to use the experience rules from the Improving Adventurers chapter on page 103 to make more powerful creatures for players to confront. This is particularly relevant when creating 'leader' type characters. For example, if there is a broo lair within a scenario, it makes perfect sense to have perhaps a dozen of the 'average' broo and a leader who is much more powerful than the rest.

These rules also raise another interesting opportunity – all the rules are provided for players to try creature-based characters themselves, perhaps creating an adventurer who is a broo, dragonewt, elf or troll. Games Masters should be wary of letting such characters into their games too often. On the one hand, creature-based characters are very different and can be exciting to play. However, they can also be very powerful and when the adventurers travel to more civilised regions of their world, these characters could be persecuted for what they are. After all, no one expects to see a troll walking down a city street!

Creature-based characters are normally best left to special campaigns where every player has such a character. For example, a Games Master might have a campaign where every player has a broo character and they pursue their own Quests for leadership of their tribe and dominance of the surrounding wilderness.

Creatures & Intelligence

Some of the creatures listed in this chapter have randomly determined INT, such as the broo with an INT of 2D6+6. Others have only a single number listed as their INT. A creature with a randomly determined INT is considered sentient – it is a rational creation capable of logical thought and self-determination. A creature with a fixed INT (any INT listed as a single number, rather than a die roll) is not sentient.

Fixed-INT creatures operate solely on instinct, rather than logic or intuition. This does not mean that all fixed-INT creatures with the same INT score are identically intelligent, but it does mean that all lions (INT 5) are more intelligent than horses (INT 4). Creatures with a very large fixed INT have rudimentary reasoning abilities, as well as a set of complex and finely-honed instincts.

Traits

Many creatures have Traits, which are special abilities above and beyond their normal Characteristics, Attributes and Skills. The full description of these Traits and their effect on the game is covered here.

Breathe Flame

The creature may breathe flame over an area as a Combat Action. The flame will cover a cone in front of the creature, which stretches for its POW in metres. At its furthest extent, the cone is equal to ½ the creature's POW in width.

Any character caught in the flame suffers the noted fire damage to all hit locations, though a character may dive for cover to halve this damage and armour points count as normal.

A creature may only breathe flame once in a specified time period (usually once per hour or once per day). Further attempts to breathe flame within this time period requires the creature to make a Resilience test, with a cumulative –20% penalty for every attempt.

Dark Sight
Allows the character to treat pitch black conditions as darkness.

Earth Sense
Some creatures are so in tune with the rock around them that they can work perfectly well in the total darkness of the deep. By sensing heat and air pressure, a creature with Earth Sense can fight and make Perception tests with no penalty, so long as their target is no more than ten metres away.

Excellent Swimmer
The creature gains a +30% bonus to its Athletics skill whenever swimming. In addition, the creature uses its normal Movement score when swimming.

Formidable Natural Weapons
This creature's natural weapons are as tough and durable as metal. As such they may parry weapon attacks.

Life Sense
In tune with the rhythms of nature, this creature can determine the vitality of any living creature by touch alone. If the creature touches another and makes a successful Perception test, it will learn of the target's current hit points, Fatigue level and whether it is currently afflicted by any poison or disease.

Night Sight
Allows the character to treat partial darkness as illuminated and darkness as partial darkness.

Poison
One of the creature's attacks, or possibly its very form, is poisoned. The description will describe the particular poison or venom the creature employs.

Creature Descriptions

The following are just a few species of creatures that can be found on Glorantha and many other worlds. For more creatures, consult the setting book for the world the characters are adventuring in. Each statistic block is divided into four sections.

Characteristics: Both random and average Characteristic scores are listed here.

Hit Locations: As well as the random scores for determining which Hit Location is struck in combat, there are two scores listed – the first is the natural armour points of the location (if any) and the second is its hit points.

Weapons: This features the creature's Strike Rank, attacks and damage.

Special Rules: Skills, Combat Actions, Strike Rank modifier, Movement, Traits, typical armour and special rules are noted here. The skills are the basic skills for the creature type – individual creatures may well possess enhanced scores or additional skills.

Brown Bear

Bears are often unpredictable and can display vicious or cowardly behaviour on a whim. Some adventurers manage to scare them away from camps with bravado while others have paid a heavy price for this approach. Sleeping for long periods over winter, bears will occasionally forage the snow-bound wilderness, typically preying on cattle and deer but, being true omnivores, they are also opportunistic when it comes to food.

Characteristics
STR	3D6+15	(25)
CON	2D6+6	(13)
DEX	3D6	(10)
SIZ	3D6+15	(25)
INT	5	(5)
POW	3D6	(10)
CHA	5	(5)

Special Rules

Combat Actions:	2
Strike Rank:	+7
Movement:	6m
Skills:	Athletics 60%, Perception 50%, Resilience 45%, Stealth 15%, Survival 60%, Tracking 25%
Typical Armour:	Tough Hide (AP 3, no Skill Penalty)

Broo

Creatures of Chaos, broo are twisted hybrids of men and deer, antelopes or goats. They are the beastmen of legend and engage in the foulest practices, rubbing dung into their fur and worshipping the gods of disease. There is no standard form for a broo and all are mongrels roaming wastes, deserts, swamps and mountain ranges. Raiding any group of creatures weaker than themselves, they often take prisoners for sadistic torture or food.

Brown Bear Hit Locations

D20	Hit Location	AP/HP
1–2	Right Rear Leg	3/8
3–4	Left Rear Leg	3/8
5–7	Abdomen	3/9
8–10	Chest	3/10
11–13	Right Front Leg	3/8
14–16	Left Front Leg	3/8
17–20	Head	3/8

Weapons

Type	Weapon Skill	Damage
Bite	60%	1D8+1D10
Claw	50%	1D6+1D10

Characteristics

STR 2D6+6 (13)
CON 1D6+12 (15)
DEX 3D6 (10)
SIZ 1D6+12 (15)
INT 2D6+6 (13)
POW 3D6 (10)
CHA 2D6 (7)

Broo Hit Locations

D20	Hit Location	AP/HP
1–3	Right Leg	—/6
4–6	Left Leg	—/6
7–9	Abdomen	—/7
10–12	Chest	—/8
13–15	Right Arm	—/5
16–18	Left Arm	—/5
19–20	Head	3/6

Weapons

Type	Weapon Skill	Damage / AP
Head Butt	60%	1D6+1D2
Club	60%	1D6+1D2 / 2
Shortspear	50%	1D8+1D2 / 2
Target Shield	30%	1D6+1D2 / 8

Special Rules

Combat Actions: 2
Strike Rank: +11
Movement: 4m
Skills: Athletics 60%, Dodge 40%, Perception 50%, Resilience 30%, Sleight 45%, Stealth 15%, Survival 40%, Tracking 25%
Typical Armour: Horns (AP 3, Head only, no Skill Penalty)

Centaur

Famed nomads, musicians and bowmen, centaurs are an intelligent and usually benign race. A centaur has the body of a horse, but with the torso, arms and head of a human where the horse's head would be.

Because of a centaur's unique body structure, they are not able to put the full force of their mass behind most attacks. Thus, instead of adding SIZ to STR to determine the centaur's Damage Modifier, the centaur's STR should be doubled. However, if the centaur is kicking, charging or striking with a lance or longspear, the Damage Modifier should be figured normally (STR + SIZ).

Characteristics

STR 3D6+6 (17)
CON 3D6 (10)
DEX 3D6+3 (14)
SIZ 4D6+12 (26)
INT 2D6+6 (14)
POW 3D6 (10)
CHA 3D6 (10)

Centaur Hit Locations

D20	Hit Location	AP/HP
1–2	Right Hind Leg	2/7
3–4	Left Hind Leg	2/7
5–6	Hindquarters	2/8
7–8	Forequarters	2/8
9–10	Right Front Leg	2/7
11–12	Left Front Leg	2/7
13–14	Chest	2/9
15–16	Right Arm	2/6
17–18	Left Arm	2/6
19–20	Head	4/7

Weapons

Type	Weapon Skill	Damage / AP
Long Bow	62%	2D8+1D4
Lance	42%	1D10+1D8 / 2
Target Shield	32%	1D6+1D4 / 8
War Sword	42%	1D8+1D4 / 4
Kick	32%	1D6+1D8

Special Rules

Combat Actions: 3

Strike Rank: +14

Movement: 6m

Skills: Athletics 52%, Dodge 22%, Lore (World) 35%, Play Instrument 40%, Resilience 60%, Stealth 22%, Survival 40%, Tracking 40%

Typical Armour: Leather armour (AP 2, Chest, Hindquarters, Forequarters and Legs only) and helmet (AP 4, Head only); Skill Penalty –18%

Dark Troll

Trolls live in wastelands, usually within deep caves where they have been driven by human civilisation. Standing over two metres tall, dark trolls have large snouts with protruding tusks and a crouching poise. Famed for immense appetites, dark trolls are said to be able to eat anything from carrion to rocks. Cursed by the gods, they are a dying race with many births resulting in litters of trollkin rather than healthy grey-skinned dark trolls. Most troll communities will therefore number many trollkin.

Characteristics

STR	3D6+6	(17)
CON	3D6	(10)
DEX	3D6	(10)
SIZ	3D6+8	(19)
INT	2D6+6	(13)
POW	3D6	(10)
CHA	3D6	(10)

Dark Troll Hit Locations

D20	Hit Location	AP/HP
1–3	Right Leg	1/6
4–6	Left Leg	1/6
7–9	Abdomen	1/7
10–12	Chest	1/8
13–15	Right Arm	1/5
16–18	Left Arm	1/5
19–20	Head	1/6

Weapons

Type	Weapon Skill	Damage / AP
Club	50%	2D6 / 2
Great Hammer	40%	1D10+3+1D6 / 3
Sling	30%	2D6
Kite Shield	30%	2D6 / 10

Special Rules

Combat Actions: 2
Strike Rank: +11
Movement: 4m
Traits: Dark Sight, Earth Sense
Skills: Athletics 40%, Perception 40%, Resilience 40%, Stealth 30%, Survival 40%
Typical Armour: Troll skin (AP 1, no Skill Penalty)

Dragon

Solitary, intelligent and awe-inspiring, dragons are enormous flying reptiles that can breathe flame. Equipped with claws, fangs, astoundingly long lifespans and a surfeit of magic, a dragon is a formidable foe – potentially the greatest danger an adventurer will ever face.

Characteristics

STR	20D6	(70)
CON	10D6	(35)
DEX	4D6	(14)
SIZ	10D6+30	(65)
INT	6D6	(21)
POW	4D6+12	(26)
CHA	6D6	(21)

Dragon Hit Locations

D20	Hit Location	AP/HP
1–2	Tail	12/20
3–4	Right Hind Leg	12/20
5–6	Left Hind Leg	12/20
7–8	Hindquarters	12/21
9–10	Forequarters	12/21
11–12	Right Wing	12/19
13–14	Left Wing	12/19
15–16	Right Front Leg	12/20
17–18	Left Front Leg	12/20
19–20	Head	12/20

Weapons

Type	Weapon Skill	Damage / AP
Bite	125%	1D10+3D12 / 4
Claw	95%	1D8+3D12 / 6
Tail	90%	1D20+3D12 / 8

Special Rules

Combat Actions: 3
Strike Rank: +14
Movement: 6m, 10m when flying
Traits: Breathe Flame (4D6, 1/hour), Dark Sight, Formidable Natural Weapons, Night Sight
Skills: Athletics 120%, Evaluate 100%, Influence 150%, Lore (all) 100%, Persistence 180%, Resilience 120%, Tracking 110%
Typical Armour: Dragon scale (AP 12, no Skill Penalty)
Runes: A typical dragon has integrated with a number of runes equal to half its POW. It will also know an equal number of Rune Magic spells.

Duck

A race cursed during the Great Darkness by the gods for not siding with them against the forces of Chaos, Ducks are a twisted and embittered people. Whether they were

once human given a comedic form or birds cursed with flightlessness and intelligence is not known but they are rarely given high regard by other races and have suffered from the attentions of tyrants many times in their history. Ducks are often suspicious and mistrustful of others, rarely expecting an even break. Many turn to petty crime or other malicious behaviour but a small number manage to find a place in the world where their talents are valued by friends.

Characteristics

STR	2D6+3	(10)
CON	2D6+6	(13)
DEX	2D6+6	(13)
SIZ	1D6+6	(9)
INT	2D6+6	(13)
POW	3D6	(10)
CHA	2D6	(7)

Duck Hit Locations

D20	Hit Location	AP/HP
1–3	Right Leg	—/5
4–6	Left Leg	—/5
7–9	Abdomen	—/6
10–12	Chest	—/7
13–15	Right Arm	—/4
16–18	Left Arm	—/4
19–20	Head	—/5

Weapons

Type	Weapon Skill	Damage / AP
Shortsword	50%	1D6–1D2 / 3
Sling	60%	1D6–1D2
Buckler	40%	1D4–1D2 / 5

Special Rules

Combat Actions: 3
Strike Rank: +12
Movement: 3m
Traits: Excellent Swimmer
Skills: Boating 40%, Influence 30%, Sleight 40%, Stealth 30%

Dwarf

Often at conflict with elves, an ancient conflict that stretches back to their creation, dwarfs are worshippers of the Earth and often have great skill as artificers and artisans. They will, however, set aside their differences to take up arms against the forces of Darkness. They have a great love of their underground homes, venturing to the surface only to gain treasure and knowledge before returning to their halls to hoard both. Dwarf character is often avaricious but usually has a strong sense of honour. If not actively fighting elves, they will often hold them in deep mistrust and rarely does an elf comrade distinguish himself enough to earn respect from a dwarf.

Characteristics

STR	4D6	(14)
CON	2D6+12	(19)
DEX	2D6	(7)
SIZ	1D6+6	(9)
INT	2D6+6	(13)
POW	3D6	(10)
CHA	3D6	(10)

Dwarf Hit Locations

D20	Hit Location	AP/HP
1–3	Right Leg	5/6
4–6	Left Leg	5/6
7–9	Abdomen	5/7
10–12	Chest	5/8
13–15	Right Arm	5/5
16–18	Left Arm	5/5
19–20	Head	5/6

Weapons

Type	Weapon Skill	Damage / AP
War Hammer	75%	1D8+1 / 3
Battleaxe	65%	1D6+1 / 3
Light Crossbow	45%	2D6
Target Shield	65%	1D6 / 8

Special Rules

Combat Actions: 2
Strike Rank: +10
Movement: 3m
Traits: Earth Sense, Dark Sight
Skills: Athletics 50%, Craft (stone *or* metal working) 70%, Engineering 35%, Evaluate 60%, Lore (Mineral) 80%, Mechanisms 40%, Persistence 40%, Resilience 55%

Typical Armour: Chainmail (AP 5); Skill Penalty –35%

Elf

Originating from forested realms, elves are seen all over the world, embarking on long Quests for ultimate knowledge. However far they are from their homes, they remain tied to their forests in ways other races could never understand. Though a little humanlike in appearance, elves are slighter in build with a greenish tinge to their skin. Some even have leaves instead of hair. They are passionate in their fight against Darkness, even putting aside their enmity for dwarfs if necessary. Elves will tend to be a little removed from other characters on an emotional level. They are perhaps the most 'alien' of all humanoid races and simply experience things on a completely different level. This can make them seem haughty and aloof but they can be extremely loyal to those they trust.

Characteristics

STR 2D6+3 (10)
CON 3D6 (10)
DEX 3D6+6 (16)
SIZ 2D6+3 (10)
INT 3D6+6 (16)
POW 2D6+6 (13)
CHA 3D6 (11)

Elf Hit Locations

D20	Hit Location	AP/HP
1–3	Right Leg	2/4
4–6	Left Leg	2/4
7–9	Abdomen	2/5
10–12	Chest	2/6
13–15	Right Arm	2/3
16–18	Left Arm	2/3
19–20	Head	3/4

Weapons

Type	Weapon Skill	Damage / AP
Long Bow	80%	1D10–1D2
Longspear	60%	1D10–1D2 / 2

Special Rules

Combat Actions: 3
Strike Rank: +16
Movement: 5m
Traits: Life Sense, Night Sight
Skills: Acrobatics 56%, Athletics 46%, Dodge 56%, First Aid 40%, Lore (Plant) 80%, Perception 50%, Persistence 55%, Stealth 56%, Survival 55%, Tracking 30%

Typical Armour: Leather (AP 2); Skill Penalty –14%

Giant

Giants are enormous, ugly humanoids with misshapen features and notoriously bad dispositions. At as much as 16 metres, a full-grown giant is a terrible enemy. Giants usually grow at the rate of 1D6 SIZ and 1D6 STR every five years.

Giants tend to use mighty clubs (and sometimes even tree trunks) in battle. Because of the sheer size of a giant, characters of SIZ 20 or less only roll 1D10 to determine hit location when attacking it in close combat.

The following Characteristics are determined for a giant that stands six metres tall. For every two metres of height, a giant rolls 3D6+6 for STR, 2D6+6 for CON and 3D6+6 for SIZ.

Characteristics

STR 9D6+18 (49)
CON 6D6+18 (39)
DEX 2D6+3 (10)
SIZ 9D6+18 (49)
INT 3D6 (10)
POW 3D6 (10)
CHA 2D6 (7)

Giant Hit Locations

D20	Hit Location	AP/HP
1–3	Right Leg	5/18
4–6	Left Leg	5/18
7–10	Abdomen	5/19
11–12	Chest	3/20
13–15	Right Arm	3/17
16–18	Left Arm	3/17
19–20	Head	3/18

Weapons

Type	Weapon Skill	Damage / AP
Huge Club	84%	2D6+2D12 / 3

Special Rules

Combat Actions: 2

Strike Rank: +10

Movement: 6m (a giant's Movement is equal to its height in metres)

Skills: Athletics 44%, Lore (World) 20%, Perception 40%, Survival 30%

Typical Armour: Tough Hide (AP 3, no Skill Penalty), Heavy Leather Apron (AP 2, Abdomen and Legs only); Skill Penalty –6%

Great Troll

A rare breed occasionally spawned by selected females in dark troll tribes, great trolls are larger, stronger and more powerful than their masters, though less intelligent. They are only found in the richest and most successful tribes but are usually worth the extra effort to breed and maintain. Great trolls are used as shock troops and guards by their masters and few enemies can withstand their determined assault.

Characteristics

STR	4D6+12	(26)
CON	2D6+12	(19)
DEX	3D6	(10)
SIZ	4D6+12	(26)
INT	2D6	(7)
POW	3D6	(10)
CHA	2D6	(7)

Great Troll Hit Locations

D20	Hit Location	AP/HP
1–3	Right Leg	2/11
4–6	Left Leg	2/11
7–9	Abdomen	7/12
10–12	Chest	7/13
13–15	Right Arm	7/10
16–18	Left Arm	7/10
19–20	Head	2/11

Weapons

Type	Weapon Skill	Damage / AP
Club	60%	1D6+1D12 / 2
Great Hammer	50%	1D10+1D12 / 3
Kite Shield	45%	1D6+1D12 / 10

Special Rules

Combat Actions: 2
Strike Rank: +8
Movement: 4m
Traits: Dark Sight, Earth Sense
Skills: Athletics 60%, Perception 30%, Resilience 50%, Stealth 15%, Survival 30%
Typical Armour: Thick Troll Skin (AP 2, no Skill Penalty), Chainmail shirt (AP 5, Abdomen, Chest and Arms only); Skill Penalty –20%

Characteristics

STR	8D6	(28)
CON	3D6+12	(22)
DEX	3D6+12	(22)
SIZ	8D6	(28)
INT	6	(6)
POW	2D6+6	(13)
CHA	7	(7)

Griffin

Prized as mounts and feared as enemies, griffins are large flying carnivores with the body of a lion and the head, talons and wings of a great eagle.

Griffins are usually found in family groups of ten or fewer, nesting in their desert lairs and mountain eyries. Such a group usually consists of several mated pairs of griffins and their offspring, and will often set their home near a trading road or caravan path, as griffins prize horsemeat very highly.

In combat, a griffin prefers to drop on its prey from above, seize its target and fly away again.

Griffin Hit Locations

D20	Hit Location	AP/HP
1–2	Right Hind Leg	3/11
3–4	Left Hind Leg	3/11
5–7	Hindquarters	3/12
8–10	Forequarters	3/12
11	Right Wing	3/10
12	Left Wing	3/10
13–14	Right Front Leg	3/11
15–16	Left Front Leg	3/11
17–20	Head	3/11

Weapons

Type	Weapon Skill	Damage / AP
Bite	60%	1D8+1D12 / 2
Claw	70%	1D6+1D12 / 4

Special Rules

Combat Actions: 4

Strike Rank: +14

Movement: 6m, 10m when flying

Traits: Formidable Natural Weapons, Night Sight

Skills: Athletics 80%, Dodge 40%, Persistence 80%, Resilience 70%, Survival 60%, Tracking 50%

Typical Armour: Tough Hide (AP 3, no Skill Penalty)

Horse

Of all domesticated animals, only dogs have been part of human culture longer than horses. As such, many different breeds of horse have emerged over the millennia, as humanity has bred this useful servant to fill a variety of specialised needs. The horse described below is a typical working horse, suitable for riding or as a beast of burden.

It is worth noting that most horses are not warhorses. In fact, most horses cannot be used in battle at all without endangering the rider.

Characteristics

STR	2D6+18	(25)
CON	3D6+6	(16)
DEX	2D6+3	(10)
SIZ	2D6+18	(25)
INT	4	(4)
POW	3D6	(10)
CHA	5	(5)

Horse Hit Locations

D20	Hit Location	AP/HP
1–2	Right Hind Leg	2/9
3–4	Left Hind Leg	2/9
5–7	Hindquarters	2/10
8–10	Forequarters	2/10
11–13	Right Front Leg	2/9
14–16	Left Front Leg	2/9
17–20	Head	2/9

Weapons

Type	Weapon Skill	Damage
Kick	40%	1D6+1D10

Special Rules

Combat Actions: 2

Strike Rank: +8

Movement: 6m

Skills: Athletics 75%, Resilience 40%, Survival 20%

Typical Armour: Hide (AP 2, no Skill Penalty)

Lion

Lions are great cats that hunt in arid grasslands and live communally in packs known as prides.

A pride of lions is composed of lionesses, juveniles and a single adult male who acts as the leader. The lionesses do the majority of the hunting, but the male does some as well and fights other male lions (or other intruders) to

Weapons

Type	Weapon Skill	Damage
Bite	60%	1D8+1D8
Claw	60%	1D6+1D8

Special Rules

Combat Actions:	3
Strike Rank:	+10
Movement:	6m
Traits:	Night Sight
Skills:	Athletics 70%, Dodge 45%, Resilience 40%, Perception 55%, Stealth 50%, Survival 40%
Typical Armour:	Hide (AP 2, no Skill Penalty)

Manticore

A manticore is a large, leonine creature with the tail of a scorpion and the head of a man. The tip of the tail boasts several dozen long, sharp spines and the creature's face is round and hideous, sporting a pair of long tusks and a scraggly mane.

A bestial, dangerous creature, the manticore is usually a solitary predator, haunting wastelands and remote mountain regions. They are well-known as eaters of human flesh.

defend the pride. A male lion is usually easy to spot, as the majority have a dramatic mane of fur framing their faces.

Characteristics

STR	3D6+12	(24)
CON	3D6	(10)
DEX	3D6+6	(16)
SIZ	2D6+12	(19)
INT	5	(5)
POW	3D6	(10)
CHA	5	(5)

Characteristics

STR	4D6+12	(26)
CON	4D6+6	(20)
DEX	3D6	(10)
SIZ	4D6+12	(26)
INT	7	(7)
POW	3D6	(10)
CHA	7	(7)

Lion Hit Locations

D20	Hit Location	AP/HP
1–2	Right Hind Leg	2/6
3–4	Left Hind Leg	2/6
5–7	Hindquarters	2/7
8–10	Forequarters	2/7
11–13	Right Front Leg	2/6
14–16	Left Front Leg	2/6
17–20	Head	2/6

Manticore Hit Locations

D20	Hit Location	AP/HP
1–2	Right Hind Leg	3/10
3–4	Left Hind Leg	3/10
5–6	Tail	3/10
7–9	Hindquarters	3/11
10–12	Forequarters	3/11
13–14	Right Front Leg	3/10
15–16	Left Front Leg	3/10
17–20	Head	3/10

Weapons

Type	Weapon Skill	Damage
Claw	70%	1D6+1D12
Gore	50%	1D8+1D12
Poison Sting	50%	1D6+1D12+poison

Special Rules

Combat Actions: 2
Strike Rank: +8
Movement: 5m
Traits: Night Sight, Poison (sting, see page 91 for details on Manticore Venom)
Skills: Athletics 60%, Dodge 45%, Resilience 60%, Perception 55%, Persistence 50%, Stealth 50%, Survival 40%, Tracking 40%
Typical Armour: Tough Hide (AP 3, no Skill Penalty)

Skeleton

A skeleton is a magical construct that exists only until the magic powering it runs out or the skeleton is destroyed. A skeleton has no mind of its own – it only follows the commands of its creator as literally and completely as possible.

Skeletons have a score of 0 for INT, POW and CHA, as they have no intelligence, will or personalities of their own. As such, attempts to control a skeleton's mind or influence its personality will automatically fail. Skeletons are also immune to fatigue, disease and poisons.

Skeletons are immune to damage from weapons that cause impaling critical hits, though an attacker's damage modifier will still cause damage on a successful hit.

Most skeletons are the dead remains of humans or humanoids, but it is entirely possible to encounter a skeleton formed from the remains of any creature with a bone structure. A skeleton has the same Movement the creature had in life, but as a skeleton it cannot fly or swim (if the creature had those abilities while alive).

Characteristics

STR	2D6+6	(12)
CON	1D6	(3)
DEX	3D6	(10)
SIZ	3D6	(10)
INT	0	(0)
POW	0	(0)
CHA	0	(0)

Skeleton Hit Locations

D20	Hit Location	AP/HP
1–3	Right Leg	7/3
4–6	Left Leg	7/3
7–9	Abdomen	7/4
10–12	Chest	7/5
13–15	Right Arm	7/2
16–18	Left Arm	7/2
19–20	Head	7/3

STR	2D6	(7)
CON	3D6	(10)
DEX	3D6+3	(13)
SIZ	1D6+6	(9)
INT	1D6+6	(9)
POW	3D6	(10)
CHA	2D6	(7)

Trollkin Hit Locations

D20	Hit Location	AP/HP
1–3	Right Leg	1/4
4–6	Left Leg	1/4
7–9	Abdomen	1/5
10–12	Chest	1/6
13–15	Right Arm	1/3
16–18	Left Arm	1/3
19–20	Head	1/4

Weapons

Type	Weapon Skill	Damage / AP
Longspear	36%	1D10 / 2
Shortsword	36%	1D6 / 3

Special Rules

Combat Actions: 2
Strike Rank: +5
Movement: 4m
Traits: Dark Sight, Night Sight
Typical Armour: Skeletal (AP 5, no Skill Penalty), Leather Armour (AP 2); Skill Penalty –14%

Trollkin

Smaller than their dark troll parents, trollkin are the unfortunate offspring of this cursed race where few true-born trolls are born. They typically endure short lives as slaves though some escape to a wider world. Those who remain will serve as slave labour, sword fodder and even food during lean times.

Weapons

Type	Weapon Skill	Damage / AP
Club	35%	1D6–1D2 / 2

Special Rules

Combat Actions: 3
Strike Rank: +11
Movement: 4m
Traits: Dark Sight, Earth Sense
Skills: Perception 40%, Stealth 40%, Survival 35%
Typical Armour: Troll skin (AP 1, no Skill Penalty)

Unicorn

Smaller than a horse but very similar in general appearance, unicorns are distinguished by their cloven hooves and the long, spiralling horn mounted in the centre of the creature's forehead. They are almost always white in colour.

Intelligent and naturally endowed with magical ability, unicorns are solitary, forest-dwelling creatures. They live forever unless slain and will usually only associate with virginal female humans and elves.

A unicorn can heal wounds with its horn by touching the wound, exactly as the Heal 8 spell, save that it costs the unicorn only 6 Magic Points and any requisite casting tests automatically succeed.

Characteristics

STR	2D6+12	(19)
CON	3D6+12	(22)
DEX	3D6+3	(13)
SIZ	2D6+12	(19)
INT	2D6+6	(13)
POW	2D6+12	(19)
CHA	3D6+6	(16)

Unicorn Hit Locations

D20	Hit Location	AP/HP
1–2	Right Hind Leg	3/9
3–4	Left Hind Leg	3/9
5–7	Hindquarters	3/10
8–10	Forequarters	3/10
11–13	Right Front Leg	3/9
14–16	Left Front Leg	3/9
17–20	Head	3/9

Weapons

Type	Weapon Skill	Damage / AP
Horn	70%	1D8+1D6 / 4
Kick	50%	2D6 / 2

Special Rules

Combat Actions: 3
Strike Rank: +13
Movement: 6m
Traits: Formidable Natural Weapons, Life Sense, Night Sight
Skills: Athletics 75%, Dodge 50%, Perception 75%, Persistence 75%, Resilience 60%, Survival 50%
Typical Armour: Tough Hide (AP 3, no Skill Penalty)

Wolf

Consummate pack hunters, wolves gather in groups ranging from a few individuals to as large as 50 or more. They tend to prefer mountains and forest terrain, though they can be found almost anywhere.

Wolves fight as a group. In combat, several of them will target a single enemy, raising the chances that one of them will be able to get through any defence. Larger wolves of the pack will often attempt to throw an enemy off his feet with Knockback, allowing the remainder of the pack to rush in while the enemy is off balance.

Though wolves are hated by ranchers and farmers for their tendency to dine on slow and stupid (but valuable) livestock, wolves rarely attack humans.

Characteristics

STR	3D6	(10)
CON	3D6+3	(13)
DEX	3D6+3	(13)
SIZ	2D6+3	(10)
INT	5	(5)
POW	3D6	(10)
CHA	5	(5)

Wolf Hit Locations

D20	Hit Location	AP/HP
1–2	Right Hind Leg	2/5
3–4	Left Hind Leg	2/5
5–7	Hindquarters	2/6
8–10	Forequarters	2/6
11–13	Right Front Leg	2/5
14–16	Left Front Leg	2/5
17–20	Head	2/5

Weapons

Type	Weapon Skill	Damage
Bite	60%	1D8–1D2
Claw	30%	1D6–1D2

Special Rules

Combat Actions: 3
Strike Rank: +8
Movement: 5m
Traits: Night Sight
Skills: Athletics 80%, Dodge 55%, Resilience 40%, Perception 60%, Stealth 55%, Survival 40%, Tracking 60%
Typical Armour: Hide (AP 2, no Skill Penalty)

Wyrm

Wyrms resemble nothing so much as snakes with wings. Utterly limbless, they have draconic heads and thick scaly armour that betrays their relationship to dragons.

Solitary hunters, it is very rare to find a group of wyrms acting in concert, though sometimes a few individuals will join together for a common purpose. Possessed of intelligence akin to that of a human, a wyrm is a patient, dangerous foe.

Upon hatching, a wyrm is about two metres long and has 3D6 SIZ and STR. The wyrm will grow at the rate of 1D6 SIZ and STR every five years until it reaches the age of 35, when the creature's grow slows dramatically. By this point the creature is some nine metres in length. After 35, a wyrm will continue to gain 1D6 SIZ and STR every 50 years. A wyrm may live for many hundreds of years.

The statistics given here are for a wyrm between 35 and 85 years old.

Characteristics

STR	10D6	(35)
CON	4D6	(16)
DEX	3D6	(10)
SIZ	10D6	(35)
INT	3D6	(10)
POW	3D6+6	(24)
CHA	3D6	(10)

Special Rules

Combat Actions:	2
Strike Rank:	+10
Movement:	3m, 6m when flying
Traits:	Dark Sight, Formidable Natural Weapons, Night Sight
Skills:	Athletics 80%, Influence 60%, Persistence 70%, Resilience 70%
Typical Armour:	Wyrm scale (AP 8, no Skill Penalty)

Wyvern

A distant and less dangerous relative of the dragon, wyverns are solitary hunters the size of a horse. A wyvern has two legs, two wings, no forelimbs and a tail tipped with a lethal poison stinger, long enough to reach around the wyvern to strike an enemy in front of the creature.

Characteristics

STR	4D6+12	(26)
CON	2D6+12	(19)
DEX	2D6+6	(13)
SIZ	4D6+12	(26)
INT	7	(7)
POW	3D6	(10)
CHA	6	(6)

Wyrm Hit Locations

D20	Hit Location	AP/HP
1–4	Tail	8/11
5–8	Abdomen	8/12
9–12	Chest	8/13
13–14	Right Wing	8/10
15–16	Left Wing	8/10
17–20	Head	8/11

Weapons

Type	Weapon Skill	Damage / AP
Bite	85%	1D10+2D6 / 4
Tail	60%	1D20+2D6 / 8

Wyvern Hit Locations

D20	Hit Location	AP/HP
1–3	Right Leg	5/9
4–6	Left Leg	5/9
7–8	Abdomen	5/10
9–11	Chest	5/11
12	Tail	5/9
13–14	Right Wing	5/8
15–16	Left Wing	5/8
17–20	Head	5/9

Zombie

A zombie is a corpse that has been animated by dark magic. A zombie has only shreds of its original mind left and is generally either under the control of a master or follows its natural hunger to feed on living flesh.

Zombies have very low INT, POW and CHA, as they have virtually no intelligence, will or personalities of their own. As such, attempts to control a zombie's mind or influence its personality will suffer a –50% penalty. Zombies are also immune to fatigue, disease and poisons.

Characteristics

STR	3D6+12	(22)
CON	1D6	(3)
DEX	1D6+3	(7)
SIZ	3D6	(10)
INT	1D3	(2)
POW	1D3	(2)
CHA	1D3	(2)

Weapons

Type	Weapon Skill	Damage
Bite	55%	1D10+1D12
Sting	70%	1D6+1D12+poison

Special Rules

Combat Actions: 3
Strike Rank: +10
Movement: 3m, 6m when flying
Traits: Dark Sight, Formidable Natural Weapons, Night Sight, Poison (sting, see page 91 for details on Wyvern Venom)
Skills: Athletics 60%, Resilience 70%, Survival 40%
Typical Armour: Wyvern scale (AP 5, no Skill Penalty)

Zombie Hit Locations

D20	Hit Location	AP/HP
1–3	Right Leg	—/3
4–6	Left Leg	—/3
7–9	Abdomen	—/4
10–12	Chest	—/5
13–15	Right Arm	—/2
16–18	Left Arm	—/2
19–20	Head	—/3

Weapons

Type	Weapon Skill	Damage
Unarmed	50%	1D3+1D4

Special Rules

Combat Actions: 1
Strike Rank: +4
Movement: 2m
Traits: Dark Sight, Night Sight
Skills: Athletics 35%, Resilience 35%

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RUNE SHEET

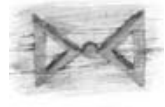| Rune	Integrated?	Runic Power when Integrated
Air		Rune Touched reduces damage from falling by half and adds +10% to Athletics skill when jumping.
Beast		Rune Touched gains Survival (or +10% to Survival is already possessed) and +5% to Lore (Animal) and Resilience.
Chaos		Any spells with the Instant trait cast by the Rune Touched inflict a –30% penalty on attempts to resist or counterspell them.
Cold		Rune Touched ignores negative effects from exposure to cold environments.
Communication		Rune Touched gains +10% to Influence skill and gains new Language skill.
Darkness		Rune Touched gains Dark Sight and +10% to Stealth skill.
Death		An opponent suffering a Major or Serious Injury inflicted by the Rune Touched's close combat attack suffers a –10% penalty to Resilience tests to stay conscious or avoid death.
Disorder		Rune Touched adds +2 to all Strike Rank rolls.
Dragon		Rune Touched gains +20% to Resilience.
Dragonewt		Rune Touched will reincarnate as a dragonewt upon death.
Earth		Rune Touched gains +1 to STR, CON and SIZ.
Fate		Rune Touched may re-roll one dice roll each day.
Fertility		Rune Touched heals and recovers in half the normal time.
Fire		Rune Touched reduces damage from fire, magical or otherwise, by half.
Harmony		Rune Touched may grant a single ally +20% to a single skill test, once per day.
Heat		Rune Touched ignores negative effects from exposure to hot environments.
Illusion		Rune Touched gains Disguise skill and +5% to Sleight and Stealth skills.
Infinity		Rune Touched doubles the duration of all spells with the Duration trait.
Law		Any spells with the Permanent trait cast by the Rune Touched inflict a –30% penalty on attempts to resist or counterspell them.
Light		Rune Touched gains Night Sight and +10% to Perception skill.
Luck		Rune Touched may re-roll one dice roll each day.
Magic		Rune Touched gains +5% to all Runecasting skills.
Man		Rune Touched gains +1 to DEX, INT and CHA.
Mastery		Rune Touched gains +10% to all opposed tests.
Metal		Rune Touched's metal close combat weapon gains +1 damage, but only when wielded by the Rune Touched.
Moon		Rune Touched gains +5% to Influence, Perception, Persistence and Stealth.
Motion		Rune Touched's Movement increased by +1m.
Plant		Rune Touched gains Survival (or +10% to Survival if already possessed) and +5% to Lore (Plant) and Resilience.
Shadow		Rune Touched gains +10% to Sleight and Stealth skills.
Spirit		Any spells that target spirits cast by the Rune Touched inflict a –30% penalty on attempts to resist or counterspell them.
Stasis		Rune Touched is unaffected by Knockback, though he may still cause it himself.
Trade		Rune Touched gains +10% to Evaluate and Lore (World) skills.
Truth		Rune Touched gains +10% to Perception and Persistence skills.
Undead		Any spells that target undead cast by the Rune Touched inflict a –30% penalty on attempts to resist or counterspell them.
Water		Rune Touched's Athletics skill is considered to be +50% when swimming.

Air · Beast · Chaos
Cold · Communication · Darkness
Death · Disorder · Dragon
Dragonewt · Earth · Fate
Fertility · Fire · Harmony
Heat · Illusion · Infinity
Law · Light · Luck
Magic · Man · Mastery
Metal · Moon · Motion
Plant · Shadow · Spirit
Stasis · Trade · Truth
Undead · Water

Character Name:

Player Name:

Cultural Background:

Profession:

Characteristics

Characteristic	Current Score
STRength	
CONstitution	
DEXterity	
SIZe	
INTelligence	
POWer	
CHArisma	

Attributes

Attribute	Current Score
Combat Actions	
Damage Modifier	
Hero Points	
Magic Points	
Movement	
Strike Rank	

Basic Skills

Basic Skills	Characteristic(s)	Current Score
Acrobatics	DEX	
Athletics	STR+DEX	
Boating	STR	
Dodge	10+DEX–SIZ	
Driving	10+POW	
Evaluate	INT	
First Aid	INT	
Influence	10+CHA	
Lore (Animal)	INT	
Lore (Plant)	INT	
Lore (World)	INT	
Perception	INT+POW	
Persistence	10+POW	
Resilience	CON+POW	
Riding	DEX+POW	
Sing	CHA	
Sleight	DEX	
Stealth	10+DEX–SIZ	
Throwing	DEX	
Unarmed	STR	

Weapon Skills

Weapon Skills	Characteristic(s)	Current Score
Basic Close Combat	STR+DEX	
Basic Ranged	DEX	

Advanced Skills

Advanced Skills	Characteristic(s)	Current Score

Favoured Close Combat Weapons

Weapon	Skill Score	Damage	ENC	AP/HP	Special Notes

Favoured Ranged Weapons

Weapon	Skill Score	Damage	Range	Load	ENC	AP/HP

Hit Locations

D20	Hit Location	Armour Points	Hit Points
1–3	Right Leg		
4–6	Left Leg		
7–9	Abdomen		
10–12	Chest		
13–15	Right Arm		
16–18	Left Arm		
19–20	Head		

Equipment

Item	ENC	AP/HP	Special Notes

Total ENC: Current Fatigue:

Cults

Cult

Rank

Duties

Benefits

Spells

Spell	Runecasting Skill	Runes Needed	Casting Time	Magnitude	Other Traits	Effect

Character Name:
Orfil 'Prints' Duskwalker

Player Name:
Ted

Cultural Background:
Barbarian

Profession:
Shaman

Characteristics

Characteristic	Current Score
STRength	13
CONstitution	9
DEXterity	11
SIZe	18
INTelligence	15
POWer	16
CHArisma	14

Attributes

Attribute	Current Score
Combat Actions	2
Damage Modifier	+1D4
Hero Points	2
Magic Points	16
Movement	4m
Strike Rank	+13

Basic Skills

Basic Skills	Characteristic(s)	Current Score
Acrobatics	DEX	11% (9%)
Athletics	STR+DEX	34% (32%)
Boating	STR	13%
Dodge	10+DEX–SIZ	3% (1%)
Driving	10+POW	26%
Evaluate	INT	15%
First Aid	INT	28%
Influence	10+CHA	42%
Lore (Animal)	INT	25%
Lore (Plant)	INT	25%
Lore (World)	INT	15%
Perception	INT+POW	36%
Persistence	10+POW	39%
Resilience	CON+POW	35%
Riding	DEX+POW	27% (25%)
Sing	CHA	14%
Sleight	DEX	11% (9%)
Stealth	10+DEX–SIZ	16% (14%)
Throwing	DEX	11% (9%)
Unarmed	STR	23% (21%)

Weapon Skills

Weapon Skills	Characteristic(s)	Current Score
Basic Close Combat	STR+DEX	24% (22%)
Basic Ranged	DEX	11% (9%)
1H Axe	STR+DEX	38% (36%)
Shield	STR+DEX	44% (42%)
Bow	DEX	21% (19%)

Advanced Skills

Advanced Skills	Characteristic(s)	Current Score
Dance	DEX	11% (9%)
Healing	INT+POW	39%
Language (Gunshak)	INT	65%
Lore (Gunshak homelands)	INT	15%
Lore (Theology)	INT	15%
Runecasting (Spirit)	CHA+POW	38%
Survival	INT+POW	39%
Tracking	INT	15%

Favoured Close Combat Weapons

Weapon	Skill Score	Damage	ENC	AP/HP	Special Notes
Hatchet	38% (36%)	1D6 +1D4	1	3/6	
Target Shield	44% (42%)	1D6 +1D4	2	8/12	–10% when attacking

Favoured Ranged Weapons

Weapon	Skill Score	Damage	Range	Load	ENC	AP/HP
Hatchet	38% (36%)	1D6 +1D4	10m	—	1	3/6

Hit Locations

D20	Hit Location	Armour Points	Hit Points
1–3	Right Leg	1	6
4–6	Left Leg	1	6
7–9	Abdomen	0	7
10–12	Chest	0	8
13–15	Right Arm	0	5
16–18	Left Arm	0	5
19–20	Head	0	6

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