Rune Sources

The Collected Character

A handy reference for character creation...

Requires the use of the RuneQuest™ Main Rulebook, available from Mongoose Publishing

RuneQuest

SCEAPTUNE GAMES

Rune Sources
The Collected Character

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Arnon Ram (free product)

Introduction

This handy booklet contains a consolidation of the character creation options presented in the various *RuneQuest™* core rulebooks and provides additional background and professional options. It is intended for Games Masters and Players alike as a quick, all-in-one reference during character generation.

RuneQuest™ character generation allows for rich, highly tailored or flexible characters. Sometimes, however, the process needs a little help to track the various changes to the skills. A step-by-step process is provided with a related worksheet and a character sheet, both of which can be photocopied for your own use. Just follow the steps and you will find the book is ordered in the same sequence as the steps in the process.

As well as the basic Cultural Backgrounds and Professions, there are two additional Cultural Backgrounds, 26 additional Professions and a summary of the seven Petty-Magick Professions (see *Petty-Magick, Petty-*

Sorcerers and Hedge Wizards for full details). This gives a total of well over 60 professions! Various additional build options are suggested to allow more powerful starting characters.

To help choose spells and avoid that constant flicking through the spell lists to find the Runes to which they belong, we have collated the various lists and provided some handy spell-to-Rune/Demesne tables as well as Rune/Demesne-to-Spell tables. Some of these come from our own products as well as the *RuneQuest™* SRD (System Reference Document).

A separate version of the character sheet given here in A4 size is also to be found in the resources/downloads section on the Sceaptune Games website at

http://www.sceaptunegames.co.uk/

Whilst using this Rune Sources supplement, it is assumed that you have access to a *RuneQuest™* rulebook that defines the skills, their usage and how to generate and assign characteristics for a particular race.

In this document, wording in normal grey text is additional character creation rules intended to extend the character creation options. Some of these new rules are Open Gaming Content and are specified as such.

Series Overview

The *Rune Sources* series are published under the OGL (Open Gaming License) for *RuneQuest™*. The series provides supplementary rules and background information for Games Masters and Players. The *Rune Sources* series includes a new magic system, Petty-Magick, new cults, overviews of individual races and other Games Master aids.

Some professions detailed in this supplement have also been included in other Rune Source supplements, notably *Petty-Magick, Petty-Sorcerers and Hedge Wizards*, a supplement that outlines a new magic system for *RuneQuest™*, and in the *Quester's Guide to Ducks*, a *Rune Sources* supplement describing aspects of that ancient but peculiar race (published May 2007).

Generation Process

The following is the procedure and order we find most useful in generating *RuneQuest* characters. The process is also outlined in the tick list.

Many of the steps outlined here are provided with focused sections in this document containing much more detail.

Examples are provided to explain slightly more complex issues that arise during character creation. Guidelines for filling in the Character Creation Worksheet on page 31 are provided as example text. Of course, you are not obliged to use it, but the worksheet can be a useful tool! The columns on the worksheet are labelled to match with the following steps.

1. Determine Constraints

This is a frequently ignored step in character generation but an important one. Discuss with your Games Master any constraints he or the campaign might have on character generation. For example, he may preclude or recommend particular races, Cultural Backgrounds or Professions or may wish players to fit in with a particular 'feel' for his campaign. Sometimes, such a negotiation can even give your Games Master ideas he can use for the campaign.

Your Games Master may also have special skill bonuses which can be applied to some races or backgrounds, or may have additional aging, skill level requirements or professions in mind. You may even find that you can have multiple professions or can age your character to make him more experienced. This information should be quickly noted for use in subsequent steps.

It is possible that your Games Master may also wish a particular race to be used or must prevent others being used. An elvish Hedge Wizard amongst a group of Dark Trolls, for example, may either provide for extremely interesting or extremely disastrous roleplaying – and if the campaign is set amongst trolls the latter is more likely (though an elf who has decided to take up the troll way of life may make for an interesting game!)

2. Character Concept

Think of the general idea or feel you have in mind for the character and expand this idea into a concept. This should be agreed with the Games Master and it is a good idea to share the Character Concept with the other players to see how it fits within your regular group.

This will not only govern how you create and build your starting character but also how he is used during play.

Concepts can be as simple as in 'an ignorant but loyal barbarian' or 'a younger son of a noble seeking fame and fortune in the world'. These are easy to play but can give interesting motivation to a character and also enable the character to be adapted if you wish to change your mind as play unfolds.

More interesting or complicated concepts can give a great deal of motivation and background to a character, but can be more challenging to play. These more complex concepts can be along the lines of: 'A miserable borderer, rejected by his family after being forced to kill a clan relative who was plotting against the family and had murdered his beloved. Unable to save his love he is now wracked by guilt, constantly wishing to atone for his inability to save her and to return his people, forgiven.'

If running with a more complicated concept, make sure that it fits in with how the Games Master wishes to take his campaign – indeed, it may be that he can use the concept to enhance the campaign, introducing scenarios that relate to the character's history. It is also a good idea to talk the concept over with the other players if it is slightly controversial: this is, after all, a game and everyone wants to have fun!

The Character concept should be recorded in the 'Comments' section of the character sheet.

3. Choose Race

Having decided on a concept, choose a race for your character which both matches the concept and the background or constraints of the campaign. Humans are easiest to play, but other races can provide for interesting interactions. Record on the character sheet any racial traits pertinent to the character's race.

The Character's Race should be recorded in the 'Race' or 'Species' section of the Character Sheet. A name can also be chosen, but titles or honorifics should be selected after the Cultural Background has been selected.

The race can also be recorded on the worksheet and any bonuses due to traits can be in the column intended for steps 3 & 8: Traits/Legendary Abilities ('8 (&3): Tr't/LA').

4. Generate Characteristics

Characteristics should be generated as defined in the *RuneQuest™ Main Rulebook*. These should just be recorded on the worksheet for now as they may change.

Worksheet base skill %ges (column 4) can now be completed.

5. Cultural Background

Select a Cultural Background and apply the skill bonuses from that Background. The Backgrounds available are all listed in the tables below. When doing so, it is a good idea to hold the Character Concept in mind to ensure the final character meets that concept or can provide the skills that concept suggests. It is worth bearing in mind that some races will not come from a particular background.

Some players like to optimise their character to a narrow band of specialities and this is the first stage at which that optimisation can be carried out. Whatever your overall concept, however, it is a good idea to have your character begin play with a few useful competencies (skills with more than 50%) so that, right from the start, he can both be involved in the group's activities and contribute positively to their outcome.

At this point, calculate the character's starting money but be prepared to modify this depending on any aging or experience adjustments your Games Master allows your character to use before play.

Character creation is easier if you gradually accumulate the skills and bonuses before writing them into the character sheet, as subsequent steps can alter them dramatically.

The Cultural Backgrounds are given on page 7-12 together with a few guidelines and suggestions. A one-page reference summary is provided on page 12.

The worksheet contains a section in which to record the skill bonuses due to your character's background (column 5).

6. Profession

From the list of Professions available for your character's Cultural Background, choose one and apply its skill bonuses. This may also mean that additional skill bonuses are acquired or characteristics are altered (from Runes, for example).

Depending on the level of skill required for the campaign, you may be able to apply bonuses from your character's Profession twice or more. Talk to your Games Master to see at which level of skill he would like characters to start. This Journeymen Profession option is outlined on page 13.

In the Professions chapter are 33 new professions, some of them specialist professions for the ancient and medieval periods, others more generic in nature and still others are from our Petty-Magick supplement. These can be found on pages 14-20.

On the Character Creation worksheet, columns 6 to 6c can be used to add in these bonuses. The corresponding Hero Point, Characteristic and Age increments are also easily tracked on the sheet in the rows above.

For example, if a character has just one Profession, the Hero Point row should have '0' in the boxes for 6b and 6c (this step!) and all the profession skills will be in the skill table under column 6. If he takes two professions, then the first set of skill point should be placed in column 6 on the skill table and the second in column 6b. At the same time the greyed figure in the Hero Point row under 6b (a '+2') can be filled in showing the character has an additional 2 hero Points (and would also age 2 years and gain an additional characteristic.)

7. Apply Free Skill Points

These can be allocated as outlined in the 'Free Skill Points' section to boost skill levels. Check with the Games Master how many you can use and whether or not you can boost the amount you can use by aging your

character. Applying Free Skill Points and *Experienced Characters* are outlined on page 21.

The worksheet enables initial Free Skill Points to be recorded under column 7, with bonus Free Skill Points under column 7b (in increments of 50), including corresponding Hero Point, Characteristic and Age increments. On the worksheet the letter 'n' is used to refer to the number of times the increment of 50 Free Skill Points is selected above the base 100 Free Skill Points (FSPs).

For example, if your Games Master allows an additional 200 FSPs, this is 100 above the base. Column 7 can be used for the base 100 skill points, whilst 7b can be used for the additional 100 FSPs, two blocks of 50. In the rows above a '2' would be written in the boxes shaded '+1*n' and a '4' in the boxes shaded '2*n'.

8. Special Actions and Spells

Apply additional changes to your character such as age, Hero Points, allocating additional Runes as required by the campaign, or provide a Petty-Magick user with his Talisman or Familiar.

Any spells allowed to the character by acquiring runes or Petty–Magick Demesnes should also be selected and recorded directly on the character sheet. Any cults the character belongs to should be noted, together with the rank within the cult. This may give the character options for Divine Spells, as well (refer to the RuneQuest™ Companion for details of Divine Magic).

Using the rules supplied, aging the character may allow for more experience, enabling you to add additional Free skill points or give additional options for hero Points, Runes and spells. It might also be possible that an experienced character can acquire a Legendary Ability before even starting play!

Details of these special actions, such as Aging and Hero Points are on pages 21-22. To help with choosing Runes and recording Runic Powers, we have summarised the Runes on page 23. In addition, two sets of spell lists are provided on pages 24 and 25: Spells by Petty-Magick Demesnes and Runes, plus the inverse table Spells and their Demesnes/Runes.

The worksheet provides for aging on spells, Runes and income. Bonuses for Hero Points and Characteristics can be recorded in the corresponding 'bonus' box. The figures in the two 'bonus' boxes should be totalled and put in the 'sum' box in the age row beneath them.

Any bonuses to skills due to Legendary Abilities (in addition to Traits) should be recorded in the Skills table in the column labelled '8 (&3)'. The values for each skill can now be totalled and either temporarily recorded on the final column or put

straight onto the Character Sheet. The effect of some traits is not directly related to skills and might need to be recorded in the 'comments' box on the character sheet. Both Traits and Legendary Abilities can be recorded on the character sheet.

To calculate your character's final Characteristic Increases, Hero Points and minimum age, the rows for these can be totalled. Hero Points and actual age can be recorded on the character sheet. New characteristics can be updated and the difference between the new and the old characteristics put into the '+Char Adj.' Characteristic Adjustment column to enable the actual, final percentage to be calculated for each skill.

It is worth remembering that Hero Points are gained at a slower pace as the character ages (refer to the section on Hero Points for details).

9. Generate Attributes

These are dependent on the final characteristics and may be modified by Legendary Abilities or Traits. Refer to page 26 for details of how to generate your character's Attributes. Having calculated the attributes, record them directly onto the Character Sheet.

10. Fill in the character sheet!

Fill in the rest of the character sheet, purchase any equipment (from the plethora of equipment available), and you are ready to play!

5. Cultural Background

This covers the options in step 5 in the process outlined above. The Cultural Backgrounds in the table below are amalgamated from the *RuneQuest* core rulebooks and include an additional Cultural Background, the Forest-born, for those semi-barbarians born in the extensive woods and wild open spaces. New skills introduced into the *RuneQuest Companion* have been included into the skill options. Cultural Backgrounds specific to an individual race are not listed.

All Cultural Backgrounds provide characters with the Advanced Skills Language (Native) +50% and Lore (Regional) for whichever region in which they grew up.

A character can normally read/write a language if he is aware of it at 80% or more. It is suggested that characters from the Civilised, Noble, or Townsman background can read/write a language if they know the language at a lesser percentage, such as 60% or 65%. The precise figure should, of course, be set by the Games Master.

Cultures

Barbarian

The Barbarian culture provides for characters from a wide range of cultures approximating the rural settlements in the less civilised Iron Age civilisations. This also applies to those cultures who have not developed, or who ignore, the engineering skills for densely populated towns. Metalworking is likely to be commonplace, though not a factory process, and clothing, carving, pottery and similar technology is advanced. For food, a mix of hunting, herding and cereal farming is normal. Rarely is such a society under pressure to find natural resources or food.

A barbarian society typically has a sophisticated culture and society. Indeed, the code of conduct, social nuances and responsibilities of such a culture can be very complex, perhaps impossible for an outsider to understand.

To emulate a Celtic style or similar culture, an option for a Barbarian background is to allow the character access to 1H Sword skills in place of the Blowgun skill.

Basic Skills

Automatic: Athletics +10%, Perception +5%, Resilience +10%, Stealth +5%

Pick Two at +5%: Boating, Lore (Animal), Lore (Plant), Riding

Pick Three at +10%: 1H Axe, 1H Hammer, 2H Axe, 2H Hammer, Blowgun, Bow, Dagger, Shield, Sling, Spear, Staff, Throwing, Unarmed

Advanced Skills

Automatic: Survival

Pick One from: Artistic Expression, Craft, Dance, Lore, Play Instrument, Tracking

Starting Money

Characters from a Barbarian Cultural Background begin play with **4d6x20** silver.

Available Professions

Acrobat, Animal Trainer, Bard, Bargehand, Blacksmith, Boatman, Charioteer, Conman, Councillor, Craftsman, Enchanter, Explorer, Farmer, Ferryman, Fisherman, Gladiator, Healer, Healer Mage, Heavy Cavalry, Hedge Wizard, Herdsman, Hunter, Legionnaire, Light Horseman, Light Infantry, Mercenary, Officer, Peddler, Peltast, Pikeman, Ranger, Riverraider, Scout, Sea Witch, Shaman, Soldier, Thief, Trapper, Trickster, War Mage, War Smith, Witch, Woodsman

Civilised

The civilised background is more suitable for campaigns with sophisticated, advanced levels of civilisation, perhaps matching that of our world's western Renaissance era. The engineering, water, sewage and building skills to support large towns and impressive buildings is readily available, though hygiene may not always be a high priority. Trade is commonplace and most goods are brought into the cities from rural farmers who still approximate the Peasant background.

Social interactions in such a society can be highly complex and offence can easily be given or taken. The social nuances and behavioural expectations are frequently bewildering to any background other than Civilised, Noble and Townsman.

An option for a character from an upper-class Civilised background is to substitute the Oratory Advanced Skill for the Streetwise optional Advanced Skill. This would suggest a family at the top of their profession or guild, perhaps upper middle class lawyers, or perhaps a very rich merchant family.

(Civilised Background) Basic Skills

Automatic: Evaluate +15%, Influence +15%, Lore (World) +10%

Pick One at +10%: Rapier, Crossbow

Advanced Skills

Automatic: Courtesy

Pick Three: Artistic Expression, Craft, Dance, Language, Lore, Mechanisms, Play Instrument, Streetwise

Starting Money

Characters from a Civilised Cultural Background begin play with **4d6x75** silver.

Available Professions

Alchemist, Blacksmith, Conman, Courtier, Craftsman, Diplomat, Enchanter, Explorer, Healer Mage, Heavy Cavalry, Knight, Lord, Officer, Petty-Sorcerer, Physician, Pikeman, Priest, Scholar, Scribe, Senator, Soldier, Sorcerer's Apprentice, Spy, Street Tough, Trickster, War Smith, Warrior, Watchman

Forestborn

Forestborn is a new Cultural Background.

In many fantasy worlds as well as the real world, great tracts of forest exist: dense woodland interspersed with open spaces filled with scrub. These are areas rich in wildlife and hunter/gatherer societies can thrive with little need for cereal farming.

The Forestborn Cultural Background provides a starting template for characters from such wilderness areas, perhaps acting as a step between the Barbarian culture and the Primitive culture but able to co-exist with many others. Some of the Bronze Age or Early Iron Age cultures could be classed as Forestborn.

The Forestborn are able to take good advantage of their knowledge of the area in which they live and are frequent traders. The goods they are able to provide include furs, skins, exotic plants and even mined materials. These are frequently exchanged for finished products, though they are not averse to building small, specialised forges in their own hamlets. The domain of the Forestborn is one overflowing in natural resources and opportunity.

Basic Skills

Automatic: Lore (Animal) +10%, Lore (Plant) +5%, Perception +10%, Resilience +5%, Stealth +10%

Pick Three at +10%: 1H Axe, 1H Sword, 1H Hammer, 2H Axe, Dagger, Dodge, Bow, Shield, Sling, Spear, Staff, Throwing

Advanced Skills

Automatic: Tracking

Pick One from: Artistic Expression, Craft, Dance, Lore, Play Instrument, Survival

Starting Money

Characters from a Forestborn Cultural Background begin play with **4d6x30** silver.

Available Professions

Animal Trainer, Bard, Blacksmith, Councillor, Craftsman, Explorer, Fisherman, Healer, Healer Mage, Hedge Wizard, Hunter, Legionnaire *(as a pressed or volunteer recruit)*, Light Infantry, Mercenary, Miner, Peddler, Peltast, Ranger, Scout, Shaman, Soldier, Thief, Trapper, Trickster, Witch, Warrior, Woodsman, Yeoman *(though probably not with the more sophisticated skills)*. In a Roman or similar campaign, a Forestborn could also have been captured and be pressed into service as a Gladiator.

The Forestborn Cultural Background and its definition is designated Open Gaming Content.

Mariner

The mariner profession can be used for a variety of naval cultures or semi-aquatic races. Whilst it fits an islander culture very well, it could be used for members of raft cultures, for coastal villagers dependent on extensive fishing, or even for families habitually providing crew for Renaissance galleons.

Though the professions available for a character from a Mariner background are few, the skill focus means that in a naval campaign a Mariner character can excel.

Basic Skills

Automatic: Acrobatics +5%, Athletics +10%, Boating +15%, Dodge +5%, Lore (Animal) +5%, Lore (World) +10%, Sing +5%, Throwing +5%

Pick Two at +10%: 1H Hammer, 1H Sword, Dagger, Unarmed, *Rope**

* The **Rope** Ranged Weapon Skill (a DEX based skill) could also be added to the weapon skill options for a Mariner. This reflects skill with using a net.

Advanced Skills

Automatic: *None*

Pick One: Craft, Language, Lore, Shiphandling

Starting Money

Characters from a Mariner Cultural Background begin play with **4d6x25** silver.

Available Professions

Bargehand, Boatman, Craftsman, Explorer, Ferryman, Fisherman, Mercenary, Merchant, Peltast (Marine), Sailor, Sea Witch, Street Tough, Warrior, Weather-worker. Like Forestborn characters, in a Roman or culturally similar campaign, a coastal Mariner could also have been captured and be pressed into service as a Gladiator.

Noble

This generic background can be used for any nobility resembling the Byzantine, Roman, Feudal, Medieval and Renaissance nobility. It is largely culture-independent, so a Samurai lord can use this Cultural background as readily as a European baron. It can also be used to build characters from the very top and most powerful merchant families, not just those with political power.

Unless the campaign can readily integrate a title Noble character, a starting Noble character should be a younger child of a noble family or one who has some years yet to come into his inheritance. However, a very interesting campaign can be based around a Noble striving to regain his lost title or position.

Basic Skills

Automatic: Influence +10%, Lore (World) +10%, Persistence +10%

Pick Two at +5%: Evaluate, Dodge, Perception, Riding

Pick Two at +15%: 1H Sword, 2H Sword, Dagger, Rapier, Shield

Advanced Skills

Automatic: *None*

Pick Two: Artistic Expression, Courtesy, Craft, Dance, Language, Lore, Oratory, Play Instrument, Shiphandling

Starting Money

Characters from a Noble Cultural Background begin play with **4d10x100** silver

Available Professions

Charioteer/Racer, Courtier, Diplomat, Enchanter, Explorer, Heavy Cavalry, Knight, Lord, Officer, Petty-Sorcerer, Physician, Scholar, Senator, Soldier, Sorcerer's Apprentice, Spy, Wizard.

In a Roman or similar campaign, a jaded Noble youth could also volunteer for service as a Gladiator. His family are unlikely to appreciate such a move, however, so he cannot gain a Noble's income from such a profession.

Nomad (Arctic)

Mainly using a hard foot-slog supplemented by sledges or perhaps travois, these primitive nomads are strongly focused towards survival in harsh climes. Their domain is not always snow-bound, but the winters are frequently too cold for many riding animals to survive.

As an interesting alternative to starting money, Arctic Nomads can calculate the cost of their starting equipment and be given the rest in trade goods such as furs.

If an Arctic Nomad Player Character selects the Hunter Profession, we recommend he substitutes the Spear Weapon Skill or even the Throwing Basic Skill for the mandatory Bow Weapon Skill.

Basic Skills

Automatic: Athletics +5%, Boating +10%, Lore (Animal) +5%, Perception +5%, Resilience +10%, Stealth +5%

Pick Two at +15%: 1H Axe, 1H Hammer, Dagger, Spear

Advanced Skills

Automatic: Survival

Pick One: Craft, Lore, Tracking

Starting Money

Characters from an Arctic Nomad Cultural Background begin play with **4d6x20** silver.

Available Professions

Craftsman, Explorer, Fisherman, Hedge Wizard, Hunter, Scout, Shaman, Trapper, Warrior, War Mage.

Nomad (Desert)

There are many types of Desert Nomads, most of whom ride camels and horses, herd hardy animals such as goats and live in rapidly-erected tents. For centuries they have travelled from oasis to oasis, trading, and occasionally gathering together for celebrations. They tend to be hospitable and welcoming to strangers.

Some Desert Nomad cultures spurned the bow as showing disrespect and dishonour to their enemies. An option for such tribespeople is to substitute the Throwing Basic Skill and Spear Weapon Skill for the optional Bow Weapon Skill.

Basic Skills

Automatic: Athletics +5%, Lore (World) +5%, Perception +5%, Resilience +10%, Riding +10%, Stealth +5%

Pick Two at +15%: 1H Axe, 1H Sword, Bow, Dagger, Shield

Advanced Skills

Automatic: Survival

Pick One: Craft, Lore, Tracking

Starting Money

Characters from a Desert Nomad Cultural Background begin play with **4d6x20** silver.

Available Professions

Animal Trainer, Craftsman, Explorer, Heavy Cavalry, Hedge Wizard, Hunter, Light Horseman, Light Infantry, Officer, Shaman, Ranger/Tracker, Warrior, War Mage

Nomad (Temperate)

This background can be used for many of the vast mounted hordes which traversed our world and which feature in many sword-and-sorcery cultures. Committed to their tribe horses, their mounted skills are rarely surpassed. The more organised tribes used their raw skills to build vast, fast communication links: the Mongols, for example, coordinated their activities and communicated through despatch riders who were granted extraordinary powers of requisition.

Such societies frequently had very strong codes of conduct with severe, virtually draconian penalties for breaking the law.

These nomad societies are heavily biased towards hunting and living off their roaming herds. The yurt is just on example of their portable accommodation – rapidly erected but lined with carpets and furs. The plains over which they roam are often poor in quality, forcing frequent migrations.

Temperate Nomad Basic Skills

Automatic: Athletics +10%, Lore (Animal) +5%, Lore (Plant) +5%, Lore (World) +5%, Perception +5%, Resilience +5%, Riding +10%, Stealth +5%

Pick Two at +10%: 1H Axe, 1H Hammer, Blowgun, Bow, Dagger, Shield, Sling

Advanced Skills

Automatic: Survival

Pick One: Craft, Languages, Lore, Tracking

Starting Money

Characters from a Civilised Cultural Background begin play with **4d6x20** silver.

Available Professions

Acrobat, Animal Trainer, Craftsman, Despatch Rider, Explorer, Healer Mage, Heavy Cavalry, Hedge Wizard, Herdsman, Hunter, Light Horseman, Light Infantry, Officer, Peddler, Shaman, Ranger/Tracker, War Mage

Peasant

This generic culture can be used for peasants from agrarian hamlets to coastal fishing villages and across almost all time periods in the ancient and medieval worlds. Some peasants, of course, spurn their background and turn to crime or become outlaws. Their wide range of possible Professions make Peasants, along with Townsmen, a good choice for new players.

Basic Skills

Automatic: Athletics +5%, Lore (Animal) +10%, Lore (Plant) +10%, Resilience +5%

Pick Two at +10%: Boating, Dodge, Driving, First Aid, Persistence

Pick Two at +10%: 1H Axe, 1H Flail, 1H Hammer, 2H Axe, Dagger, Sling, Spear, Staff, Unarmed

Advanced Skills

Pick Two: Craft, Dance, Lore, Play Instrument, Survival

Starting Money

Characters from a Peasant Cultural Background begin play with **4d6x25** silver

Available Professions

Acrobat, Animal Trainer, Bard, Bargehand, Blacksmith, Boatman, Charioteer, Conman, Craftsman, Enchanter, Farmer, Ferryman, Fisherman, Gladiator, Healer, Healer Mage, Hedge Wizard, Herdsman, Hunter, Legionnaire, Light Infantry, Mercenary, Militiaman, Miner, Peddler, Peltast, Pikeman, Priest, Ranger, Reedhunter, River-raider, Sailor, Scout, Soldier, Street Tough, Thief, Trapper, Trickster, Warrior, War Mage, War Smith, Watchman, Weatherworker, Witch, Woodsman, Yeoman

Primitive

Frequently having little access to metals, Primitive societies have a life which is heavily biased towards survival and hunter-gathering activities, Their religions are organised around the things they see and do: the hunt, the woodlands and the spirits they see around them.

A Primitive background is best used for characters from a Stone Age or repressed culture or for races which do not have much in the way of advanced metallurgy. He has few options and few advanced skills, but his wilderness skills are unparalleled.

If a Primitive Player Character selects the Ranger/Tracker Profession, we recommend he substitutes the Spear Weapon Skill for the 1H Sword weapon skill. An option for Primitive characters is that, after purchasing their basic equipment, they start play with their remaining money as trade goods or animals in lieu of silver pieces. Two pigs or goats, for example, can be substituted for 100 silver.

Basic Skills

Automatic: Athletics +10%, Lore (Animal) +10%, Lore (Plant) +10%, Perception +10%, Resilience +10%, Stealth +10%

Pick One at +10%: 1H Axe, 1H Hammer, Dagger, Sling, Spear

Advanced Skills

Automatic: Survival, Tracking

Starting Money

Characters from a Primitive Cultural Background begin play with **4d6x10** silver

Available Professions

Hedge Wizard, Hunter, Peltast, Shaman, Ranger/Tracker (see above), Trapper.

Townsman

This generic background can be used for a wide range of societies across almost all cultures and time periods. Towns frequently became centres of commerce and trade, reflected in the high starting wealth of characters from a Townspeople background.

Along with Peasant, Townsman makes a good Cultural Background for starting Players, giving plenty of scope to tailor a character after it is initially created and providing plenty of access to Professions.

Basic Skills

Automatic: Evaluate +10%, Influence +10%, Lore (World) +10%

Pick Two at +10%: Boating, Driving, Persistence, Resilience, Sleight, Stealth

Pick Two at +10%: 1H Hammer, 1H Sword, Dagger, Crossbow, Polearm, Shield

Whilst Townsmen in the later Feudal and Medieval European and Oriental cultures would have access to polearms, such weapon use is unlikely in earlier cultures. For the earlier cultures, the Spear Weapon Skill should be substituted for Polearm. In a similar fashion, the Bow or Sling Ranged Skills could be substituted for Crossbow.

Advanced Skills

Automatic: Streetwise

Pick One: Artistic Expression, Craft, Dance, Language, Lore, Play Instrument, Shiphandling

Starting Money

Characters from a Townsman Cultural Background begin play with **4d6x50** silver

Available Professions

Alchemist, Bard, Bargehand, Blacksmith, Boatman, Charioteer/Racer, Conman, Councillor, Courtier, Craftsman, Diplomat, Enchanter, Ferryman, Gladiator, Healer Mage, Heavy Cavalry, Legionnaire, Mercenary, Merchant, Militiaman, Officer, Peddler, Peltast, Petty-Sorcerer, Physician, Pikeman, Priest, Sailor, Scholar, Scout, Scribe, Sea Witch, Soldier, Sorcerer's Apprentice, Spy, Street Tough, Thief, Town Guard, Trickster, Watchman, War Smith, Wizard, Yeoman.

Cultural Backgrounds Table

Cultural Background	Basic Skill Bonuses	Advanced Skills	Starting Money
Barbarian	**Automatic:** Athletics +10%, Perception +5%, Resilience +10%, Stealth +5% **Pick Two at +5%:** Boating, Lore (Animal), Lore (Plant), Riding **Pick Three at +10%:** 1H Axe, 1H Hammer, 2H Axe, 2H Hammer, Blowgun, Bow, Dagger, Shield, Sling, Spear, Staff, Throwing, Unarmed	**Automatic:** Language(Native) +50%, Lore(Regional), Survival **Pick One from:** Artistic Expression, Craft, Dance, Lore, Play Instrument, Tracking	4d6 x 20 silver
Civilised	**Automatic:** Evaluate +15%, Influence +15%, Lore (World) +10% **Pick One at +10%:** Rapier, Crossbow	**Automatic:** Language(Native) +50%, Lore(Regional), Courtesy **Pick Three:** Artistic Expression, Craft, Dance, Language, Lore, Mechanisms, Play Instrument, Streetwise	4d6 x 75 silver
Forestborn	**Automatic:** Lore (Animal) +10%, Lore (Plant) +5%, Perception +10%, Resilience +5%, Stealth +10% **Pick Three at +10%:** 1H Axe, 1H Sword, 1H Hammer, 2H Axe, Dagger, Dodge, Bow, Shield, Sling, Spear, Staff, Throwing	**Automatic:** Language(Native) +50%, Lore(Regional), Tracking **Pick One from:** Artistic Expression, Craft, Dance, Lore, Play Instrument, Survival	4d6 x 30 silver
Mariner	**Automatic:** Acrobatics +5%, Athletics +10%, Boating +15%, Dodge +5%, Lore (Animal) +5%, Lore (World) +10%, Sing +5%, Throwing +5% **Pick Two at +10%:** 1H Hammer, 1H Sword, Dagger, Unarmed	**Automatic:** Language(Native) +50%, Lore(Regional) **Pick One:** Craft, Language, Lore, Shiphandling	4d6 x 25 silver
Noble	**Automatic:** Influence +10%, Lore (World) +10%, Persistence +10% **Pick Two at +5%:** Evaluate, Dodge, Perception, Riding **Pick Two at +15%:** 1H Sword, 2H Sword, Dagger, Rapier, Shield	**Automatic:** Language(Native) +50%, Lore(Regional) **Pick Two:** Artistic Expression, Courtesy, Craft, Dance, Language, Lore, Oratory, Play Instrument, Shiphandling	4d10 x 100 silver
Nomad (Arctic)	**Automatic:** Athletics +5%, Boating +10%, Lore (Animal) +5%, Perception +5%, Resilience +10%, Stealth +5% **Pick Two at +15%:** 1H Axe, 1H Hammer, Dagger, Spear	**Automatic: Language(Native) +50%, Lore(Regional),** Survival	4d6 x 20 silver
Nomad (Desert)	**Automatic:** Athletics +5%, Lore (World) +5%, Perception +5%, Resilience +10%, Riding +10%, Stealth +5% **Pick Two at +15%:** 1H Axe, 1H Sword, Bow, Dagger, Shield	**Automatic:** Language(Native) +50%, Lore(Regional), Survival **Pick One:** Craft, Lore, Tracking	4d6 x 20 silver
Nomad (Temperate)	**Automatic:** Athletics +10%, Lore (Animal) +5%, Lore (Plant) +5%, Lore (World) +5%, Perception +5%, Resilience +5%, Riding +10%, Stealth +5% **Pick Two at +10%:** 1H Axe, 1H Hammer, Blowgun, Bow, Dagger, Shield, Sling	**Automatic:** Language(Native) +50%, Lore(Regional), Survival **Pick One:** Craft, Languages, Lore, Tracking	**4d6 x 20 silver**
Peasant	**Automatic:** Athletics +5%, Lore (Animal) +10%, Lore (Plant) +10%, Resilience +5% **Pick Two at +10%:** Boating, Dodge, Driving, First Aid, Persistence **Pick Two at +10%:** 1H Axe, 1H Flail, 1H Hammer, 2H Axe, Dagger, Sling, Spear, Staff, Unarmed	**Automatic:** Language(Native) +50%, Lore(Regional) **Pick Two:** Craft, Dance, Lore, Play Instrument, Survival	4d6 x 25 silver
Primitive	**Automatic:** Athletics +10%, Lore (Animal) +10%, Lore (Plant) +10%, Perception +10%, Resilience +10%, Stealth +10% **Pick One at +10%:** 1H Axe, 1H Hammer, Dagger, Sling, Spear	**Automatic: Language(Native) +50%, Lore(Regional),** Survival, Tracking	4d6 x 10 silver
Townsman	**Automatic:** Evaluate +10%, Influence +10%, Lore (World) +10% **Pick Two at +10%:** Boating, Driving, Persistence, Resilience, Sleight, Stealth **Pick Two at +10%:** 1H Hammer, 1H Sword, Dagger, Crossbow, Polearm, Shield	**Automatic: Language(Native) +50%, Lore(Regional),** Streetwise **Pick One:** Artistic Expression, Craft, Dance, Language, Lore, Play Instrument, Shiphandling	4d6 x 50 silver

6. Professions

The following Professions are amalgamated from the *RuneQuest™* Core Rulebooks and the Professions lists in the *Sceaptune Games'* supplements *Petty-Magick, Petty-Sorcerers and Hedge Wizards, Quester's Guide to Ducks* and the *Cults of Conflict*. New skills introduced into the *RuneQuest™ Companion SRD (System Reference Document)* and listed as being applicable for the basic professions have been included into the skill options.

Also included are new professions and specialist occupations specifically for this volume. Those Professions which are not within the core *RuneQuest* rulebooks are marked [N] as being 'new'.

The Professions table shows all the various bonuses each profession bestows on a character. Basic Skill Bonuses are added to the character's Basic Skill scores; Advanced Skills start at their base Characteristic score. If the character already possesses the indicated Advanced skill, or receives it twice, he instead gains a +10% bonus to that skill.

Specialist Professions

The specialist warrior are recommended for campaigns where the Games Master does not feel the generic Professions are particularly appropriate.

Historical *Hoplites* or *Legionnaires*, for example, can be selected from this list rather than allowing a character to pick any combination of weapons. *Peltasts* can be used for Roman Auxiliaries as well as the fast-moving support troops surrounding the Greek Phalanx.

The *Yeoman* Profession does not strictly assume a medieval background. This profession can also be used for other, highly-trained archers such as those common in the civilised armies of the middle-east.

Journeyman Professionals

If a Games Master wishes to have more powerful starting characters, this character generation option allows a starting character to benefit from the same profession twice (or more) or to pick two, related professions. In effect, this makes them a journeyman rather than just a graduated apprentice. When applying multiple professions the character should be allowed to make separate choices from the same options list and not be forced to just take double the bonus. Some Professions could give access to other Professions to which the character would not otherwise have access (such as to Officer if a character becomes legionnaire).

For example, if a Noble / Knight character is allowed to take double his profession he receives a +10% bonus in both Athletics and Influence and a +20% bonus in Riding. He can choose to take +10% in each of 1H Sword, 2H Sword, Shield and Spear, or any combination (such as dropping the 2H Sword and taking +20% in Spear) that matches the given options but taken twice.

This option can be a very effective way of increasing and focusing relevant skills for a starting character whilst still allowing the basic Free Skill Point allocation for personalising the character. It can also be used to represent some form of promotion path within a strict, long-term hierarchy such as a Roman Legion (imagine a character taking the Legionary Profession twice and then the Officer Profession – perhaps eventually the Senator Profession).

Aging during Journey Professions

For each Journeyman Profession applied a character must be aged two years before the start of play. He is also allowed to increase a single characteristic by one point.

Income during Journeyman Professions

For each two years a character spends in a Journeyman Profession, he gains extra income depending on what sort of Profession he takes. This is either:

1) Additional silver equal to his Background starting silver (so a Peasant rolls 4d6 x 25 silver again and adds it to his starting amount). This is ideal for a passive occupation such as Farmer or Ferryman; or
2) An additional 4d6 x 50 silver for active Professions such as Mercenary, Officer or Hoplite/Pikeman.

A Noble should be allowed to take his starting silver for each two years he ages in a Journeyman Profession unless he has disgraced himself.

Check with your Games Master the income rule that he wishes to use for his campaign.

The 'Journey Professional' section and its sub–sections is designated Open Gaming Content.

Professions Table (continued on subsequent pages...)

Profession	Cultural Background	Basic Skill Bonuses	Advanced Skills
Acrobat	Barbarian Nomad (Temperate) Peasant	Acrobatics +10%, Athletics +10%, Dodge +10%, Throwing +10%, Sleight +10%	
Alchemist	Civilised Townsman	Evaluate +10%, First Aid +10%, Lore (Plant) +10%	Lore (Alchemy) Runecasting[A]
Animal Trainer	Barbarian Forestborn Nomad (Desert) Nomad (Temperate) Peasant	Driving +5%, First Aid +5%, Lore (Animal) +20%, Persistence +10%, Resilience +5%, Riding +5%	
Bard	Barbarian Forestborn Peasant Townsman	Influence +10% Lore (World) +10% Perception +5% Sing +10% Sleight +5%	**Pick One** Artistic Expression Courtesy Dance Oratory Play Instrument Language Lore
Bargehand[N]	Barbarian Mariner Peasant Townsman	Acrobatics +5% Athletics +5% Boating +10% **Pick Two at +5%:** Evaluate, Perception, Sing, Spear, Throwing	Shiphandling **Pick One:** Dance Oratory Play Instrument
Blacksmith	Barbarian Civilised Forestborn Peasant Townsman	IH Hammer +10% Evaluate +5% Resilience +5%	Craft (Blacksmith) Lore (Mineral) **Pick One** Engineering Mechanisms Craft (Armourer) Craft (Weaponsmith)
Boatman[N]	Barbarian Mariner Peasant Townsman	Athletics +10%, Boating +15% Lore (World) +10% Resilience +5%	Craft(Boatbuilding)
Charioteer/Racer[N] (Inc. Celts, Egyptians, etc.)	Barbarian Noble Peasant Townsman	Acrobatics +5%, Athletics +5%, Dodge +5%, Drive +15%, Lore(Animal) +10%	**Craft(Chariot)**
Conman[N]	Barbarian Civilised Noble Peasant Townsman	Evaluate +10% Influence +10% Lore(World) +5% Sleight +5%	**Pick Two:** Disguise Mechanisms Streetwise
Councillor[N]	See Senator[N]	As Senator	As Senator
Courtier	Civilised Townsman Noble	Influence +15% Lore (World) +5% Perception +5% Sleight +5%	Dance **Pick One** Artistic Expression Courtesy Lore (Art) Lore (Heraldry) Lore (Philosophy) Lore (Regional) Oratory Play Instrument

[N] This is a new Profession, Bargehand, Conman and Boatman are also included in the Sceaptune Games RuneQuest supplement The Quester's Guide to Ducks

[A] The Alchemist must choose one of the following: Metal, Motion, Plant or Stasis. The Alchemist has integrated that Rune and has that rune's Runecasting skill.

Professions Table (continued ...)

Profession	Cultural Background	Basic Skill Bonuses	Advanced Skills
Craftsman	Barbarian Civilised Forestborn Mariner Nomad (*all*) Peasant Townsman	Evaluate +20% Influence +5% Persistence +5%	Craft **Pick One** Artistic Expression Craft (other) Engineering Mechanisms
Despatch RiderN	Nomad (Temperate)	Influence +5%, Lore (Animal) +10%, Resilience +10%, Riding +15%	**Pick One** Language, Lore, Oratory
Diplomat	Civilised Noble Townsman	Influence +20% Perception +10% Lore (World) +10%	**Pick One** Artistic Expression, Courtesy, Dance, Language, Lore, Oratory, Play Instrument
EnchanterN	Barbarian Civilised Noble Peasant Townsman	Evaluate +5% Lore(World) +5% Persistence +10%	Enchantment Pick Two Craft, Demesne Insight (*any*)PM, Petty-MagickPM, RunecastingO, Runecasting(*Other*)O
Explorer	Barbarian Civilised Forestborn Mariner Nomad (*all*) 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%	
FerrymanN	Barbarian Mariner Peasant Townsman	Athletics +10%, Boating +10%, Influence +10%, Lore (World) +5%, Resilience +5%	Craft(Boatbuilding)
Fisherman	Barbarian Mariner Nomad (Arctic) Peasant	Athletics +5%, Boating +20%, Lore (Animal) +5%, Resilience +10%, Throwing +10%	
GladiatorN	Barbarian Peasant Townsman	**Pick Two at +15%:** 1H Sword, Dodge, Shield **Pick Two at +10%:** Resilience, RopeRo, Spear, Unarmed	**In place of Unarmed:** Martial Arts
Healer	Barbarian, Forestborn Peasant	First Aid +10%, Lore (Animal) +10%, Lore (Plant) +10%	Healing RunecastingH
Healer MageN	Barbarian Civilised Nomad(Temperate) Peasant Primitive Townsman	First Aid +10% Persistence +5%	Craft(<*object for Talisman*>)T Petty-MagickPM Demesne Insight(Peace)PM Healing

H *Choose one of the following: Beast, Fertility, Plant, Man or, if the Healing Rune is being used, Healing. The Healer has integrated that Rune and has that rune's Runecasting skill.*

N *This is a new Profession. Ferryman is also included in the Sceaptune Games RuneQuest supplement* The Quester's Guide to Ducks

O *Pick one of the following: Conflict, Disorder, Fate, Man or Metal. The Enchanter has integrated that Rune and has that Runecasting skill*

PM *See the Appendices and* Petty-Magick, Petty-Sorcerers and Hedge Wizards *for more information on Petty–Magick, Demesne Insights and their pre–requisites, and on the Healer Mage Profession.*

Ro *'Rope' is a Ranged Combat Skill and applies to nets, lasso– or bolas– like weapons which need to be thrown and which entangle opponents*

T *This craft skill must be one which the spellcaster can use for his Talisman and, if he elects to start with a Talisman, must be the skill that was used to craft the Talisman*

Professions Table (continued...)

Profession	Cultural Background	Basic Skill Bonuses	Advanced Skills
Heavy Cavalry[N]	Barbarian Civilised Noble Nomad(Desert) Nomad(Temperate) Townsman	1H Sword +10%, Riding +10%, Shield +10% **Pick One at +10%:** Bow, Spear **Pick Two at +5%:** Athletics, Bow *or* Spear[OSk], Influence, Lore(Animal), Throwing	
Hedge Wizard[N]	Barbarian Forestborn Peasant Nomad Primitive	Lore(Animal) +5% Lore(Plant) +5% Persistence +10%	Petty-Magick[PM] Demesne Insight(Nature)[PM] Pick One: Demesne Insight(other)[PM HW] Survival, Tracking
Herdsman	Barbarian Nomad (Temperate) Peasant	First Aid +5%, Lore (Animal) +20%, Resilience +5%, Sling +10%	Survival
Hunter	Barbarian Forestborn Nomad (Arctic) Nomad (Desert) Nomad (Temperate) Peasant Primitive	Bow +5% Lore (Animal) +10% Spear +5% Stealth +10%	Survival Tracking
Jongleur [N]	Barbarian Forestborn Nomad (Desert) Nomad (Temperate) Peasant Townsman	Influence +10% **Pick Three at +10%:** Acrobatics, Athletics, Dodge, Influence, Lore (World), Sing, Sleight, Throwing	**Pick One:** Dance Disguise Language Play Instrument
Knight	Civilised Noble	Athletics +5%, Influence +5%, Riding +10% **Pick Two at +10%:** 1H Sword, 2H Sword, Shield, Spear	**Pick One:** Courtesy, Dance, Oratory, Play Instrument
Legionnaire [N]	Barbarian Forestborn Peasant Townsman	1H Sword +5%, Lore (World) +5%, Shield +10%, Spear +15%, **Pick One at +5%:** Dagger, Driving, Evaluate, First Aid, Resilience, Throwing, Unarmed	**Pick One:** Craft Engineering Healing Lore Play Instrument
Light Horseman[N] *(Hun, Mongol Ordo, Turkoman, etc)*	Barbarian Nomad (Desert) Nomad (Temperate)	Riding +10% Lore(Animal) +5% **Pick Two at +10%:** 1H Axe, 1H Sword, Bow, Rope[Ro], Spear **Pick One at +5%:** Acrobatics, Dagger, Perception, Resilience, Throwing	**In place of one skill at +10%:** Tracking
Light Infantry[N] *(Psiloi, Cretans, young warriors, etc)*	Barbarian Forestborn Nomad (Desert) Nomad (Temperate) Peasant	Dodge +15% **Pick Two at +10%:** Bow, Spear, Sling, Stealth **Pick Three at +5%:** 1H Axe, 1H Sword, Dagger, Perception,	

[HW] *Pick one Demesne apart from Chaos, Necromancy or Weather. This can be the same as one previously chosen to give a +10% bonus*

[N] *This is a new Profession. Healer Mage and Hedge Wizard are detailed in* **Petty-Magick, Petty-Sorcerers and Hedge Wizards.**

[OSk] *This should be the other skill than that previously selected from the pair.*

[PM] *See the Appendices or* **Petty-Magick, Petty-Sorcerers and Hedge Wizards** *for Petty–Magick and Demesne Insight pre–requisites*

[Ro] *'Rope' is a Ranged Combat Skill and applies to nets, lasso– or bolas– like weapons which need to be thrown and which entangle opponents*

Professions Table (continued...)

Profession	Cultural Background	Basic Skill Bonuses	Advanced Skills
Lord	Civilised Noble	1H Sword +10%, Influence +20% In place of Courtesy: Persistence +10% In place of Oratory: Riding +10%	In place of Persistence: Courtesy In place of Riding: Oratory
Mercenary	Barbarian Mariner Peasant Townsman	Lore (World) +10% **Pick Two +15%** 1H Axe, 1H Flail, 1H Hammer, 1H Sword, 2H Axe, 2H Flail, 2H Hammer, 2H Sword, Bow, Crossbow, Polearm, Shield **Pick Two +5%** Athletics, Dagger, Dodge, Driving, Evaluate, Resilience, Riding, Unarmed	
Merchant	Mariner 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 Forestborn	1H Axe +10%, 2H Axe +10%, Athletics +10%, Resilience +10%	Lore (Mineral)
Officer[N]	Barbarian Civilised Noble Nomad(Desert) Nomad(Temperate) Townsman	1H Sword +10% Riding +10% **Pick Two at +5%:** Bow, Influence, Persistence, Resilience, Shield, Spear	Lore(Military Tactics) **Pick One:** Petty-Magick[PM] Oratory Runecasting[O]
Peddler	Barbarian Forestborn Nomad (Temperate) Peasant Townsman	Driving +5%, Evaluate +10%, Influence +10%, Lore (World) +10% **Pick One** 1H Hammer +5%, Crossbow +5%, Staff +5%, Unarmed +5%	**Pick One** Language Lore Streetwise Survival
Peltast[N] *(or Auxiliary, Marine or Psiloi)*	Barbarian Forestborn Mariner Peasant Primitive[Prim] Townsman	Pick Three at +10%[4]: 1H Axe, 1H Sword, Perception, Polearm, Shield, Spear, Stealth, Throwing, *One of* Bow *or* Crossbow *or* Sling Pick Two at +5%: Athletics, Dagger, Lore(Animal), Lore (World), Resilience, Riding, Unarmed	**Pick One:** Craft Language Survival Tracking
Petty-Sorcerer[N]	Townsman Noble Civilised	Lore(World) +5% Persistence +10%	Craft(*<object for Talisman>*)[T] Petty-Magick[PM] Demesne Insight[PM PS] **Pick One:** Demesne Insight(other) [PM HW], Language, Lore
Physician	Civilised Noble Townsman	Evaluate +5%, First Aid +20%, Lore (Plant) +10%, Perception +5%	Healing

[HW] *Pick one Demesne apart from Chaos, Necromancy or Weather*

[N] *This is a new Profession. Petty–Sorcerer is also included in* **Petty-Magick, Petty-Sorcerers and Hedge Wizards**

[Prim] *Primitives are unlikely to acquire skills in Crossbow or Polearm and Craft skills should be appropriate*

[PM] *See* **Petty-Magick, Petty-Sorcerers and Hedge Wizards** *or the appendices for Petty–Magick and Demesne Insight pre–requisites*

[PS] *Pick one apart from Chaos, Nature, Necromancy or Weather*

[O] *Pick one of the following: Conflict, Disorder, Fate, Man or Metal. The Officer has integrated that Rune and has that Runecasting skill*

[T] *This craft skill must be one which the spellcaster can use for his Talisman and, if he elects to start with a Talisman, must be the skill that was used to craft the Talisman*

Professions Table (continued...)

Profession	Cultural Background	Basic Skill Bonuses	Advanced Skills
Pikeman[N] *(Phalangite, Spearman, Skutatoi, Hoplite or similar)*	Civilised Peasant Townsman	Lore (World) +5%, Shield +10%, Spear *or* Polearm +15% *(Spear only for Hoplite or similar)* **Pick One at +10%:** 1H Axe, 1H Hammer, 1H Sword **Pick Two at +5%:** Dagger, Driving, Evaluate, Resilience, Throwing, Unarmed	
Priest	Civilised Peasant Townsman	Influence +15% Lore (World) +5% Persistence +10%	Lore (Theology) *or* Lore(Specific Theology) Oratory *or* Runecasting[Pr]
Ranger/ Tracker	Barbarian Forestborn Nomad (Desert) Nomad (Temperate) Peasant Primitive	1H Sword +5% *(Spear for Primitives)* Perception +5% Lore (World) +10%	Lore (Regional) Survival Tracking
Reedhunter[N]	Peasant	Boating +10%, Perception +10%, Stealth +10% **Pick Two at +5%** Bow, Crossbow, Sling, Spear	Tracking
River-raider[N]	Barbarian Peasant	Athletics +5%, Boating +10%, Perception +5%, Resilience +5%, Stealth +5% **Pick Two at +10%:** 1H Axe, 1H Hammer, 1H Sword, Dodge, Shield, Unarmed	
Sailor	Mariner Peasant Townsman	Acrobatics +10%, Athletics +10%, Boating +10%, Lore (World) +5%, Resilience +5%	Shiphandling
Scholar	Civilised Townsman Noble	Evaluate +5% Lore (World) +5% Persistence +10%	Lore **Pick Two:** Artistic Expression, Courtesy, Engineering, Healing, Language, Lore (other), Mechanisms
Scout[N] *(or Exploratores)*	Barbarian Forestborn Nomad(Arctic) Peasant Townsman	1H Sword *or* 1H Axe +5% Perception +10% Lore (World) +5% Stealth +10%	**Pick Two:** Disguise Lore (Regional) Survival Tracking
Scribe	Civilised Townsman	Evaluate +5% Lore (World) +5%	Language[S] **Pick Three from** Language[S], Lore
Sea Witch[N]	Barbarian Mariner Townsman	Boating +5% Persistence +5%	Petty-Magick[PM] Demesne Insight[PM SW] **Pick Two:** Demesne Insight[PM SW] Lore(Meteorology/Weather) Shiphandling

[N] *This is a new Profession. Reedhunter and River–raider are also included in the* The Quester's Guide to Ducks*; Sea Witch is also included in* Petty-Magick, Petty-Sorcerers and Hedge Wizards

[PM] *See* Petty-Magick, Petty-Sorcerers and Hedge Wizards *and the appendices for more information on Petty–Magick*

[Pr] *Choose one of the following: Communication, Law, Man or Spirit. The Priest has integrated that rune and has that rune's Runecasting skill.*

[S] *A Scribe that selects the Language skill may either learn another Language skill or add +10% to a Language skill he already possesses.*

[SW] *Choose from Weather, Nature, Physick and Conflict. The same Demesne can be chosen twice for skill at base +10%*

Professions Table (continued...)

Profession	Cultural Background	Basic Skill Bonuses	Advanced Skills
Senator[N] (or Councillor)	Barbarian (*Councillor*) Civilised Forestborn (*Councillor*) Noble Townsman	Influence +20% Lore (World) +5% Perception +5%	Oratory **Pick One** Courtesy (*Senator only*), Language, Lore, Lore (Regional), Oratory +10%
Shaman	Barbarian Forestborn Nomad (Arctic) Nomad (Desert) Nomad (Temperate) Primitive	First Aid +5% Influence +10% Lore (Animal) +5% Lore (Plant) +5% Persistence +5%	Runecasting[Sh] **Pick One** Healing, Lore, Runecasting (other)[Sh], Survival
Soldier	Barbarian Civilised Forestborn Peasant Townsman Noble	Dodge +5%, Lore (World) +5% Resilience +5%, Unarmed +5% **Pick Three +10%:** 1H Axe, 1H Flail, 1H Hammer, 1H Sword, 2H Axe, 2H Flail, 2H Hammer, 2H Sword, Athletics, Bow, Crossbow, Dagger, Driving, Polearm, Riding, Shield, Sling, Spear	
Sorcerer's Apprentice[N]	Civilised Noble Townsman	Persistence +10%	*Sorcery Spell* [SS] Manipulation(Magnitude) **Pick Two:** Language, Lore, Manipulation(Duration), Manipulation(Range), *Sorcery Spell (other)* [SS]
Spy	Civilised Townsman Noble	Acrobatics +5%, Dodge +5%, Influence +5%, Perception +5%, Persistence +5%, Lore (World) +5%, Sleight +5%, Stealth +5%	**Pick One** Courtesy, Disguise, Language, Tracking
Street Tough[N] (*or Thug*)	Civilised Mariner Peasant Townsman	Dodge +10%, Resilience +10%, Unarmed +10% **Pick One at +5%:** 1H Hammer, Dagger, Evaluate, Sleight, Staff, Throwing	Streetwise
Thief	Barbarian Forestborn 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
Trapper[N]	Barbarian Forestborn Nomad (Arctic) Peasant Primitive	Perception +10% Lore (Animal) +5% Stealth +5%	Craft(Trapmaking) Tracking **Pick One:** Craft, Lore(Regional), Survival, Tracking +10%
Trickster[N]	Barbarian Civilised Forestborn Peasant Townsman	**Pick Two at +10%:** Perception, Sleight, Stealth	Petty-Magick[PM] Demesne Insight(Delusion)[PM] **Pick One:** Demesne Insight(Sensing)[PM] Disguise, Mechanisms *(not Forestborn)* Tracking *(Forestborn only)*

[N] *This is a new Profession. Trickster and War Mage are also included in* **Petty-Magick, Petty-Sorcerers and Hedge Wizards**

[PM] *See* **Petty-Magick, Petty-Sorcerers and Hedge Wizards** *and the appendices for more information on Petty–Magick*

[Sh] *Choose one of the following: Beast, Earth, Man or Spirit. The Shaman has integrated that rune and has that rune's Runecasting skill*

[SS] *Select a suitable Sorcery Spell Advanced Skill. The character knows this spell at their base skill (INT + POW)*

Professions Table (continued...)

Profession	Cultural Background	Basic Skill Bonuses	Advanced Skills
War Mage[N]	Barbarian Nomad(any) Peasant	Pick Three at +10%: Persistence, Resilience, Any Weapon, Any Weapon (other)	Petty-Magick[PM] Demesne Insight(Conflict)[PM]
War Smith[N]	Barbarian Civilised Peasant Townsman	IH Hammer +10% Evaluate +5% Resilience +5%	Lore(Mineral) Pick One: Craft (Armourer) Craft (Weaponsmith) Pick One: Craft (Armourer or Weaponsmith)[Osk], Craft (Blacksmith), Craft(Leatherworker), Mechanisms
Warrior[N] (such as Warband)	Barbarian Forestborn Mariner Nomad(Arctic) Nomad(Desert) Peasant	Lore (World) +10%, Shield +5%, Spear +10% Pick One at +10%: IH Axe, IH Sword, IH Hammer, 2H Axe, 2H Hammer Pick Three at +5%: Athletics, Bow, Crossbow, Dagger, Dodge, Driving, Evaluate, Resilience, Unarmed	
Watchman[N]	Civilised Peasant Townsman	Athletics +5%, Dodge +5%, Shield +10%, Influence +10% Pick Two at +5%: IH Axe, IH Hammer, IH Sword, Lore(World), Resilience, Staff, Unarmed	Pick One: Language Lore (Regional) Streetwise
Weather-worker[N]	Mariner Peasant	Boating +10% Persistence +10%	Petty-Magick[PM] Demesne Insight(Weather) [PM] Pick One: Lore(Meteorology/Weather) Shiphandling
Witch	Barbarian Forestborn Peasant	First Aid +5% Lore (Animal) +5% Lore (Plant) +10%	Runecasting[W] Pick Two: Healing, Lore, Runecasting (other)[W], Survival
Wizard	Townsman Noble	Evaluate +5% Lore (World) +5% Persistence +10%	Runecasting[Wiz] Runecasting (other)[Wiz] Pick One: Language, Lore, Runecasting (other)[Wiz]
Woodsman	Barbarian Forestborn Peasant	IH Axe +5%, 2H Axe +10%, Athletics +10%, Lore (Plant) +10%, Resilience +5%	Survival
Yeoman[N]	Forestborn Peasant Townsman	Bow +20% Pick Two at +5% H Hammer, IH Sword, 2H Hammer, 2H Sword, Dagger, Riding, Shield, Unarmed	Pick Two: Courtesy[Y], Craft(Bowyer), Craft(Fletcher), Dance[Y], Language, Lore, Oratory[Y], Play Instrument[Y]

[N] *This is a new Profession. Weatherworker is also included in* **Petty-Magick, Petty-Sorcerers and Hedge Wizards**

[Osk] *Choose the Other skill to that chosen earlier*

[PM] *See* **Petty-Magick, Petty-Sorcerers and Hedge Wizards** *and the appendices for more information on Petty–Magick*

[W] *Choose one of the following: Fertility, Luck, Moon or Shadow. The Witch has integrated that rune and has that rune's Runecasting skill.*

[Wiz] *Choose one of the following: Air, Cold, Earth, Fire, Heat or Water. The Wizard has integrated that rune and has that rune's Runecasting skill.*

[Y] *Some Yeomen could come from partially respectable parts of their culture*

7. Free Skill Points

Every 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.

No single skill can benefit from more than 30 Free Skill Points (FSPs). The Advanced skill of Runecasting may not be purchased. An Advanced skill purchased with Free Skill Points cannot be increased by more than 20 points.

Exceptions

Petty-Magick spellcasters can spend skill points on increasing skills to match the minimum skill requirements of their Demesnes, even if such an increase requires more than 30 free skill points. They still cannot spend more than the Free Skill Points available.

For example, after her background and Profession have been applied, a Civilised Healer Mage has a skill in First Aid of only 25% and her other skills are not particularly appropriate. She needs 70% in her First Aid as a minimum to qualify as a Healer Mage, so raises it using 45 of her additional skill points, leaving her 55 to spend elsewhere.

Experienced Characters

For more difficult of the campaign, *Experienced Characters* can be created who benefit from additional Free Skill Points. Free Skill Points for Experienced Characters are awarded in increments of 50 points. For each additional increment the character:

- is aged two years;
- receives additional income as for Journeyman Professionals;
- gains a single point Characteristic Increase;
- Is allowed to increase by 10 the amount a single skill can benefit from Free Skill Points up to a maximum of 90%.

As discussed in the *Older Character* rules, Experienced Characters also accrue Hero Points as they age.

Games Master's Note: A character starting with 200 Free Skill Points is a very potent adversary and may easily have some skills over 100%.

With Older Characters

For an even more flexible approach to character creation, *Experienced Characters* increments can also be purchased as part of *The Older Character* (see below). For each two years a by which a character is aged, an increment can be purchased, along with all the accompanying benefits such as income, Characteristic Increases and Hero Points from aging.

The Experienced Characters section is Open Gaming Content.

8.Special Actions/Spells

Hero Points

Every character starts with two Hero Points.

Hero Points are also acquired from *Journeyman Professions* or by being and *Experienced Character* if the *Aged Character* rules are used (see below).

Legendary Abilities

If the character has accumulated enough Hero Points to purchase a Legendary Ability he should be allowed to exchange them for one and apply its effects. In high-powered campaigns a Games Master may insist that characters begin with a Legendary Ability.

Age

Normally, a character may start out at any age between 18 and 30. The player should initially choose a starting age for his character, but this may be modified by the profession and increased skill options already outlined.

The Older Character

Aging a character by a year can be used to gain Hero Points, spells, income or even Runes. Before the *Older Character* rules are used, agree with your Games Master which he is happy to use and by how many years your character can be aged. If the *Older Character* rules are used, it is recommended the *Aging* rules are also used.

Older Character Options

For each year by which an Older Character is aged he can choose from one of the following options:

* Acquire a new Petty-Magick **Demesne Insight** (up to a maximum of two additional Demesne Insights) *plus* two additional points of Magnitude of spells associated with that Demesne;
* Gain an additional **Rune** with up to two Magnitude of Rune spells cast with that Rune;[R]
* Gain a **Hero Point** (up to a maximum of +8);
* If a Runecaster, gain an additional **four points of** Magnitude of **Rune Spells** ;
* If a Petty-Magick spellcaster, gain an additional **six points** of Magnitude of **Rune Spells** ;
* Gain their starting silver in additional **income**[I].

At the Games Master's discretion, by spending two years on aging an *Older Character* an additional Journeyman Profession or an additional increment of experience can be gained (see *Experienced Characters* or *Professions*).

Notes on Older Character options
[R] If Runes are rare in a given campaign, this can be extended to require two or three years to gain an additional Rune.
[I] This can be increased to twice or even three times starting silver if the Games Master wishes the characters to be very well equipped.

Older Characters and Hero points

Older Characters and *Experienced Characters* **automatically** gain Hero Points for each year they spend on the above benefits at a rate of one hero Point per year up to age 30, one per two years up to age 40 and one per 4 years thereafter. This is in addition to any other skill increase or bonus (so a character gains 2 HPs in the year he ages for 1).

Olrder Characters and Characteristic

Aged Characters **automatically** gain a Characteristic Increase for each two years they spend on the benefits above up to age 30 and one per four years up to age 40. This is in addition to any other skill increase or bonus.

Aging Penalties

The Games Master should be careful when allowing a character to start so old that his characteristics should deteriorate due to age. A maximum age of 40 for most characters is recommended and 50 for spellcasters focusing on their spellcasting skills. If the Games Master is worried about older characters, simple aging rules could be applied as follows:

* after 35 no more gains to STR, SIZ, CON or DEX can be made without specific quests to do so;
* after 40 a character's increases to INT, POW or CHA take twice as long;
* after 60 INT or CHA cannot increase;
* after 40 a character should deduct one from STR, CON or DEX (player's choice) for each three years the character ages.

Though these allow for a degree of aging, at all times it should be borne in mind that Player Characters are

heroes, and not necessarily subject to the same aging and experience gains as normal people. Non-Player Characters should not be able to gain from increased Characteristics unless heroes, like the Player Characters.

The 'Older Characters' Section and its sub–sections are designated Open Gaming Content.

Starting Items

Enchanters should be allowed to have Enchanted a single item themselves and have it available for use at the start of play. The Enchanted item should allow them at least a 20% chance of creating it after all skill penalties due to difficulty. The POW needed for this item should be deducted from their final POW.

Those from the **Priest** profession can automatically become an Acolyte or Initiate of their cult if their skills allow them to qualify. A Priest is also allowed to have permanently dedicated some POW to his god (see the *Dedicated Divine POW* extension in the Appendices), if the *Divine Dedicated POW* rules are being used.

An **Animal Trainer** can be accompanied by one trained animal, providing the chance to train the animal is not reduced to less than 20%. The species must be agreed between the player and the Games Master. A **Craftsman** can have one item of above average quality he has crafted provided his skill at crafting that item is not less than 20%.

Petty-Magick spellcasters or **Runecasters** who have the *Create Talisman* or *Bind Familiar* spells can begin play with reduced POW in exchange for a corresponding Talisman and/or Familiar. POW is spent to bind the relevant Familiar or create the corresponding strength Talisman as outlined in *Petty-Magick, Petty-Sorcerers and Hedge Wizards*. Petty-Magick spellcasters cannot reduce their POW to below the minimum they need for Petty-Magick spellcasting.

The 'Starting Items' section and sub–sections are designated Open Gaming Content.

Legendary Abilities

If a starting character has enough Hero Points to purchase a Legendary Ability, he should be allowed to do so. In very high-powered campaigns, an additional award of a free Legendary Ability could be made. If a free Legendary Ability is granted the characters should not be able to be aged to purchase *additional* Hero Points, but should still acquire Hero Points due to their age as normal.

Traits

Take note of the Traits which apply to the character due to race, Runic Power or Legendary Ability and ensure their benefits are applied to the character and to his skills.

Rune Spells

For each **Runecasting** skill with which a character starts, one spell is known for that skill (up to Magnitude 3 for non-Progressive spells, Magnitude 2 for Progressive spells). This may mean that some characters start off with more spell points than others.

Starting **Petty-Magick Professionals** receive the starting spells for the Demesne Insights they have gained plus three (3) more points of Magnitude of spells that can be cast using those Demesne Insights.

Spell Lists, Runes and Demesnes are provided overleaf. The spell lists are listed by Demesne and by Rune, and all known spells in the *Petty-Magick* book and in the *RuneQuest™ Core Rulebook* are listed with the Runes or Demesne Insights needed to cast them.

Demesne Spells Table

Demesne	Spells
Chaos	Chaos Gift[J], Contagion[J], Detect Chaos, Fate, Sense Chaos[J], Sense *disease*, Skybolt
Conflict	Bladesharp, Bludgeon, Demoralise, Detect Enemy, Disruption, Dullblade, Fanaticism, Firearrow, Fireblade, Oppose[J], Multimissile, Pierce, Protection, Speedart, Strength, Sense Enemy[J], WarBlock[J], WarStrike[J]
Delusion	Babel, Befuddle, Co-ordination, Cover of Night, Demoralise, DullSound[J], Emotion, Faceless[J], Fogbank[J], Glamour, MistPatch[J], NullSense[J], ShadowCloak[J], ShadowStealth[J], Shimmer, Thunder's Voice, TwistVoice[J]
Nature	BeastCall[J], BeastTalk[J], Befuddle Beast, Bestial Enhancement, Bind Familiar[J], Calm Beast[J], Clear Path, Detect Beast (and derivatives), Dragon Breath, Entwine[J], Plant Growth[J], Sense Beast[J] (and derivatives), SoftClaw, Warp Wood[J], Water Breath
Necromancy	Animate Corpse[J], Animate Skeleton[J], Blight[J], Command Undead[J], Contagion[J], Demoralise, Despoil[J], Hand of Death, Sense Undead[J], Undead Bane
Peace	Cleanse[J], Comprehend[J], Detect *disease*, Detect *poison*, Draw Poison[J], Endurance, Glamour, Good Fortune, Golden Tongue, Heal, Sense[J] *disease*, Sense[J] *poison*, Vigour
Petty-Magick	Countermagic, Countermagic Shield, Create Talisman[J], Charge Talisman[J], Detect Magic, Dispel Magic, Fate, Light, Mindspeech, Second Sight, Sense Magic[J]
Physick	Co-ordination, Charge Talisman[J], Create Talisman[J], Darkwall, Detect *elements*, Extinguish, Fate, Firearrow, Fireblade, Frostbite, Ignite, MistPatch[J], Mobility, Protection, Repair, Sense *elements*[J], Slow, TwistVoice[J], Undead Bane, Versatility, Warmth, Warp *substance*[J]
Sensing	BeastTalk[J], All Detect spells, Comprehend[J], Oath of Ordeal, Second Sight, All Sense spells, Predict Weather[J]
Weather	BindWind[J], ClearSky[J], Cloudburst[J], Fogbank[J], LashWind[J], MistPatch[J], Predict Weather[J], WindRoil[J]

[J] *This spell is a new Rune Spell described in* Petty-Magick, Petty-Sorcerers and Hedge Wizards

Rune to Spells Table

Rune	Spells[S]	Rune	Spells[S]
Air	BindWind[N], ClearSky[N] (with Water), Cloudburst[N] (with Water), DullSound[N], Extinguish, Fogbank[N], LashWind[N], MistPatch[N], Predict Weather[N], TwistVoice[N], WindRoil[N]	Magic	Bind Familiar[N] (with Beast and Communication), Countermagic, Countermagic Shield (with Stasis), Charge Talisman[N], Create Talisman[N] (with Mastery), Detect Magic[S], Dispel Magic, NullSense[N] (with Shadow), Sense Magic[S]
Beast	BeastCall[N] (with Mastery), BeastTalk[N], Bestial Enhancement, Bind Familiar[N] (with Magic and Communication), Calm Beast[N], SoftClaw, Strength, Vigour, Warp Bone[N], WaterBeast[N] (with Water)	Man	Comprehend[N], Faceless[N], Oppose[N], TwistVoice[N], Versatility, Warp Bone[N]
		Mastery	BeastCall[N] (with Beast), Create Talisman[N] (with Magic), Oppose[N], Thunder's Voice
Chaos	Chaos Gift[N], Contagion[N], Skybolt	Metal	Bladesharp, Bludgeon, Dullblade, Repair, Warp *metal*[N]
Cold	Frostbite	Moon	Emotion
Communication	BeastTalk[N], Bind Familiar[N] (with Magic and Beast), Calm Beast[N], Comprehend[N], Mindspeech	Motion	ClearSky[N] (with Water), Cloudburst[N] (with Water), Co-ordination, LashWind[N], Mobility, Slow, Speedart, WaterBeast[N] (with Water), WindRoil[N]
Conflict	Disruption, Oppose[N], WarBlock[N], WarStrike[N]		
Darkness	Darkwall (mobile with Movement), ShadowStealth[N]	Plant	Clear Path, Entwine[N], Plant Growth[N], Warp Wood[N]
Death	Blight[N], Despoil[N], Hand of Death, Undead Bane	Shadow	Cover of Night, DullSound[N], Fogbank[N], MistPatch[N], NullSense[N] (with Magic), ShadowCloak[N], ShadowStealth[N]
Disorder	Babel (with Communication), Befuddle Beast (with Beast), Befuddle Humanoid (with Man), Contagion[N], Demoralise, Disruption		
		Spirit	Second Sight
Dragon	Dragon Breath	Stasis	BindWind[N], LashWind[N], Pierce, SoftClaw[N]
Earth	Protection	Trade	Golden Tongue
Fate	Fate	Truth	All Detects, All Senses[N], Oath of Ordeal
Fertility	Draw Poison[N], Endurance, Entwine[N], Heal, Plant Growth[N]	Undead	Animate Corpse[N], Animate Skeleton[N], Blight[N], Command Undead[N], Contagion[N], Despoil[N], Detect Undead[S], Sense Undead[NS]
Fire	Firearrow, Fireblade, Ignite		
Harmony	Glamour	Water	ClearSky[N] (with Air or Movement), Cloudburst[N] (with Air or Movement), Fogbank[N], MistPatch[N], Predict Weather[N], WaterBeast[N] (with Beast or Movement), Water Breath
Heat	Warmth		
Healing	Cleanse[N], Detect Diseases[S], Detect Poisons[S], Draw Poison[N], Heal		
Illusion	Faceless[N], MistPatch[N], NullSense[N], Shimmer, ShadowCloak[N], ShadowStealth[N], TwistVoice[N]		
Infinity	Multimissile		
Law	Comprehend[N], Fanaticism		
Light	Light		
Luck	Good Fortune		

[N] *This spell is a new Rune Spell described in* Petty-Magick, Petty-Sorcerers and Hedge Wizards

[S] *It is suggested that Detect and Sense spells can also be used by corresponding Runes: the spell* Detect Metal, *for example, should also be a spell available to the* Metal *Rune. The Sense and Detect spells for each Rune have not been listed.*

Spells to Demesne and Rune

Spell	Demesne(s)	Runes
Animate Corpse[1]	Necromancy	*Undead*
Animate Skeleton[1]	Necromancy	*Undead*
Babel	Delusion	Communication and *Disorder*
BeastCall *<beast>*[1]	Nature	*Beast* and Mastery
BeastTalk *<beast>*[1]	Nature	*Beast* or *Communication*
Befuddle	Delusion	*Disorder* and Man
Befuddle Beast	Nature	*Disorder* and Beast
Bestial Enhancement	Nature	*Beast*
Bind Familiar[1]	Nature	*Beast*, Magic and Communication
BindWind[1]	Weather	*Air* or *Stasis*
Bladesharp	Conflict	*Metal*
Blight[1]	Necromancy	*Undead* or *Death*
Bludgeon	Conflict	*Metal*
Calm Beast[1]	Nature	*Beast* or *Communication*
Chaos Gift[1]	Chaos	*Chaos*
Charge Talisman[1]	Petty-Magick, Physick	*Magic*
Cleanse[1]	Peace	*Healing*
Clear Path	Nature	*Plant*
ClearSky[1]	Weather	Air or Movement and *Water*
Cloudburst[1]	Weather	Air or Movement and *Water*
Command Undead[1]	Necromancy	*Undead*
Comprehend[1]	Peace, Sensing	*Communication* or *Law* or *Man*
Contagion[1]	Chaos, Necromancy	*Chaos* or *Disorder* or *Undead*
Co-ordination	Delusion, Physick	*Motion*
Countermagic	Petty-Magick	*Magic*
Countermagic Shield	Petty-Magick	*Magic* and *Stasis*
Cover of Night	Delusion	*Shadow*
Create Talisman[1]	Petty-Magick, Physick	*Magic* and Mastery
Darkwall (mobile)	Physick	*Darkness* (& Movement)
Demoralise	Conflict, Delusion, Necromancy	*Disorder* or *Conflict*
Despoil[1]	Necromancy	*Death* or *Undead*
Detect *any*	Sensing	*Truth*
Detect Beast / *beast*[2]	Nature	*Truth* or *Beast*
Detect Chaos[2]	Chaos	*Truth* or *Chaos*
Detect *disease*[2]	Peace	*Truth* or *Healing*
Detect *elements*[2]	Physick (*Detect specific elements / things*)	
Detect Enemy[2]	Conflict	*Truth* or *Conflict*
Detect Magic[2]	Petty-Magick	*Truth* or *Magic*
Detect *poison*[2]	Peace	*Truth* or *Healing*
Dispel Magic	Petty-Magick	*Disorder* and Magic
Disruption	Conflict	*Disorder*
Dragon Breath	Nature	*Dragon*
Draw Poison[1]	Peace	*Healing* or *Fertility*
DullBlade	Conflict	*Metal*
DullSound[1]	Delusion	*Air* or *Shadow*
Emotion	Delusion	*Moon*
Endurance	Peace	*Fertility*
Entwine[1]	Nature	*Disorder* or *Fertility*
Extinguish	Physick	*Air*
Faceless[1]	Delusion	*Man* or *Illusion*
Fanaticism	Conflict	*Law*
Fate	Chaos, Physick, Petty-Magick	*Fate*
Firearrow	Conflict, Physick	*Fire*
Fireblade	Conflict, Physick	*Fire*
Fogbank[1]	Delusion, Weather	*Air* or *Water* or *Shadow*
Frostbite	Physick	*Cold*
Glamour	Delusion, Peace	*Harmony*

Spell	Demesne(s)	Runes
Golden Tongue	Peace	*Trade*
Good Fortune	Peace	*Luck*
Hand of Death	Necromancy	*Death*
Heal	Peace	*Fertility* or *Healing*
Ignite	Physick	*Fire*
LashWind[1]	Weather	*Air* or *Stasis*
Light	Petty-Magick	*Light*
Mindspeech	Petty-Magick	*Communication*
MistPatch[1]	Delusion, Weather, Physick	*Air* or *Water* or *Shadow* or *Illusion*
Mobility	Physick	*Motion*
Multimissile	Conflict	*Infinity*
NullSense[1]	Delusion	*Illusion;* or *Shadow* and Magic
Oath of Ordeal	Sensing	*Truth*
Oppose[1]	Conflict	*Mastery* or *Man* or *Conflict*
Pierce	Conflict	*Stasis*
Plant Growth[1]	Nature	*Plant* or *Fertility*
Predict Weather[1]	Sensing, Weather	*Air* or *Water*
Protection	Conflict, Physick	*Earth*
Repair	Physick	*Metal*
Second Sight	Petty-Magick, Sensing	*Spirit*
Sense *any*[1][2]	Sensing	*Truth*
Sense Beast*beast*[1][2]	Nature	*Truth* or *Beast*
Sense Chaos[1][2]	Chaos, Sensing	*Truth* or *Chaos*
Sense *disease*[1][2]	Peace, Chaos	*Truth* or *Healing* or *Chaos*
Sense *elements*[1][2]	Physick (specific elements)	
Sense Enemy[1][2]	Conflict	*Truth* or *Conflict*
Sense Magic[1][2]	Petty-Magick	*Truth* or *Magic*
Sense *poison*[1][2]	Peace	*Truth* or *Healing*
Sense Undead[1][2]	Necromancy	*Truth* or *Undead*
ShadowCloak[1]	Delusion	*Illusion* or *Shadow*
ShadowStealth[1]	Delusion	*Illusion* or *Shadow* or *Dark*
Shimmer	Delusion	*Illusion*
Skybolt	Chaos	*Chaos*
Slow	Physick	*Movement*
SoftClaw[1]	Nature	*Beast* or *Stasis*
Speedart	Conflict	*Movement*
Strength	Conflict	*Beast*
Thunder's Voice	Delusion	*Mastery*
TwistVoice[1]	Delusion, Physick	*Man* or *Air* or *Illusion*
Undead Bane	Physick, Necromancy	*Death*
Versatility	Physick	*Man*
Vigour	Peace	*Beast*
WarBlock[1]	Conflict	(*Conflict*)
Warmth	Physick	*Heat*
Warp *<substance>*[1]	Physick, Nature (*for Warp wood*)	*Metal* (for metal), *Man* or *Beast* (for bone) or *Plant* (for wood)
WarStrike[1]	Conflict	(*Conflict*)
Water Breath	Nature	*Water*
WaterBeast[1]	Weather	*Water* and Beast or Movement
WindRoil[1]	Weather	*Air* or *Movement*

[1] *This spell is a New Rune Spell described in* Petty-Magick, Petty-Sorcerers and Hedge Wizards

[2] *It is suggested that Detect and Sense spells can also be used by corresponding Runes: the spell* Detect Metal, *for example, should also be a spell available to the* Metal *Rune*

Runes & Runic Powers

The power that each Rune grants to its owner should be checked in the Runic Power table (provided below) and any relevant skill modifications or new skills gained. This may mean that Characteristics or Attributes are also modified. The POW for integrating Runes *during Character Creation* should not be deducted from a character's initial POW Characteristic.

Runic Power Table

Rune	Image	Runic Power
Air	ᚷ	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.
Conflict	✗	The Rune Touched a bonus of +5% to all Opposed Tests and to all attack and parry rolls when in combat against a foe who could parry or dodge (See Appendices)
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	Ⅲ	Rune Touched may grant a single ally +20% to a single skill test, once per day.
Healing	♀	Rune Touched gains a bonus of +5% to any spell associated with healing and recovery or for any skill tests relating to healing (including First Aid & Craft(Midwifery: see Appendices)
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	ㅠ	Rune Touched may re-roll one dice roll each day.
Magic	ᚱ	Rune Touched gains +5% to all Runecasting skills.
Man	☿	Rune Touched gains +1 to DEX, INT and CHA.
Mastery	Ш	Rune Touched gains +10% to all opposed tests.
Metal	⌂	Rune Touched's iron close combat weapons gains +1 damage, but only when wielded by the Rune Touched.
Moon	☾	Rune Touched gains +5% to Influence, Perception, Persistence and Stealth.
Motion	ℛ	Rune Touched's Movement increased by +1m.
Plant	♇	Rune Touched gains Survival (or +10% to Survival is 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 they may still cause it themselves.
Trade	Ħ	Rune Touched gains +10% to Evaluate and Lore (World) skills.
Truth	Y	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.

9. Attributes

This is step 9 of the character generation process.

Attributes are a set of secondary scores that depend on the character's final characteristics, Runic Powers and Legendary Abilities.

Combat Actions (CA)

This is the number of actions a character can perform in each combat round. It is dependent on the character's DEX, as shown in the following table.

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

Damage Modifier (DM)

The Damage Modifier applies whenever the character uses a melee or thrown weapon. It is calculated by adding STR and SIZ and comparing the result on the table below.

Total of STR+SIZ	Damage Modifier	Total of STR+SIZ	Damage Modifier
1–5	−1D8	51–60	+1D12
6–10	−1D6	61–70	+2D6
11–15	−1D4	71–80	+2D8
16–20	−1D2	81–90	+2D10
21–25	+0	91–100	+2D12
26–30	+1D2	101–120	+3D10
31–35	+1D4	121–140	+3D12
36–40	+1D6	141–160	+4D10
41–45	+1D8	161–180	+4D12
46–50	+1D10	181–200	+5D10

Play experience has shown that using half the listed positive modifiers for thrown weapons produces effective and realistic results and can also be applied to specially-made bows the character uses.

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. The number of Hit Points in each location are calculated by adding the character's SIZ and CON and comparing the result on the *Human and Humanoid Hit Points per Hit Location Table* below.

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.

Petty-Magick Spellcasters may start play with items able to store additional Magic Points, such as Talismans. These will also be able to store Magic Points, depending on their potency. A Petty-Magick user with a Familiar should also take note of the Magic Points he can use from any Familiar he may have gained.

Movement

Human characters have a Movement of 4 metres (4m). Other races, such as Ducks, have different movement options as given in their descriptions. This may be modified due to Runic Powers or Legendary Abilities.

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.

Human and Humanoid Hit Points per Hit Location Table

Location	Total SIZ + CON										
	1–5	6–10	11–15	16–20	21–25	26–30	31–35	36–40	41-45	46-50	51-55	+5
Each Leg	1	2	3	4	5	6	7	8	9	10	11	+1
Abdomen	2	3	4	5	6	7	8	9	10	11	12	+1
Chest	3	4	5	6	7	8	9	10	11	12	13	+1
Each Arm	1	1	2	3	4	5	6	7	8	9	10	+1
Head	1	2	3	4	5	6	7	8	9	10	11	+1

Appendices

Divine Magic

Dedicated Divine POW

When an initiate gains new POW as a result of a Characteristic Improvement roll he can elect to dedicate that point of POW to storing Divine Magic from a god in whose cult he is an Initiate. This **Dedicated Divine POW** does not count towards his own POW, does not grant additional Magic Points, and can only be used to store Divine Magic from that god. This POW is taken first when Divine Intervention is invoked.

A character can still elect to temporarily dedicate some of his own POW to Divine Magic as normal.

Personal POW cannot be transferred over to Dedicated Divine POW and Dedicated Divine POW, once dedicated, cannot be transferred over to normal POW. If a character is Excommunicated from the god to whom the POW was dedicated he loses the use of that Dedicated Divine POW.

Divine Spell Limitations

Whilst a character may not store the same Progressive Divine Magic spell twice, he may store multiple Cult Divine Magic spells of the same Magnitude providing the spells are not Progressive.

These Divine Magic Extensions are Open Gaming Content.

Petty-Magick

Full details of the Petty-Magick system are provided in the Sceaptune Games Rune Sources supplement '*Petty-Magick, Petty-Sorcerers and Hedge Wizards*'. To help with selecting Demesnes for the seven Petty-Magick Professions, the pre-requisites for each Demesne and the starting spells are given in the Demesne Insight Prerequisites Table.

The knowledge of Petty-Magick Demesnes is potentially available to anyone who has good skills, exceptional physical attributes or has the strength of mind to explore the various Demesnes of power. This *potential* to learn is key: typically only exceptional individuals, the heroes, are able to channel magical capabilities at will. This is represented by having pre-requisites for the Petty-Magick Advanced Skill and each Demesne Insight Advanced Skill.

The Demesne Insight Skills Table Shows the pre-requisites for each Demesne (in addition to the Petty-Magick skill). Also shown are the starting spells that are automatically

Demesne Insight Prerequisites Table

Demesne Insight	Other Prerequisites (minimums unless stated)	Starting spell or spells
Chaos	INT 10 and either Lore(Chaos) 80% or Chaotic Trait[1]	Chaos Gift[2], Detect Chaos
Conflict	Either: CON 15, STR 15 and a Weapon skill at 70%; or five skills at 50% from Lore(Tactics), Martial Arts, Resilience, Unarmed Combat and any Weapon skills	Detect Enemy, Disruption, Sense Enemy[2]
Delusion	DEX 16 or INT 16 and either: two of Sleight, Stealth or Perception at 70%; or all of Sleight, Stealth and Perception at 50%	Faceless 1[2], ShadowCloak[2]
Nature	CHA 12 and either: two of Lore (Plant), Lore(Animal) or Survival at 70%; or all of Lore (Plant), Lore(Animal) and Survival at 50%	Detect Beast, Bind Familiar[2]
Necromancy	INT 16, CHA 12 or less, and either: Lore(Undead) or Lore(Theology) 80%	Sense Undead, Undead Bane
Peace	CHA 15 and any of First Aid, Healing, Lore(anatomy) or Influence at 70%; or three of the four skills at 70%	Heal 3 or Goldentongue 3
Petty-Magick	POW 14, INT 14, CHA 10	Detect Magic, Light, Sense Magic[2]
Physick	CON 12, INT 16 and either: Acrobatics, Athletics, Mechanisms or a Craft skill at 70%; or three of the four skills at 50%	Repair, Warp[2]
Sensing	INT 16 and Perception or Tracking at 70%	Second Sight
Weather	CON 13, INT 16, POW 16 and Boating 50% and either: Shiphandling 70%; or Lore(Meteorology/Weather) 70%	Predict Weather[2]

[1] *The character acquires an aura of Chaos and, if he does not have one already, he acquires a chaotic trait.*
[2] *This spell is a New Rune Spell described in* **Petty-Magick, Petty-Sorcerers and Hedge Wizards**

gained when knowledge of the Demesne are acquired. The Petty-Magick Advanced Skills are as follows.

Petty-Magick (POW+CHA)

This core skill enables a character to gain a basic understanding into Petty-Magick and the Demesne of Magic. After learning this skill the character can learn any of the other Demesne Insights, providing the prerequisites are met.

Demesne Insight(‹demesne›) (INT+POW)

Like Lore(), the Demesne Insight Advanced Skill covers a range of separate skills, each of which applies to a particular Demesne of Petty-Magick. Each skill is a separate skill and is learnt and developed separately.

A character must meet a number of prerequisites before he can learn any Demesne Insight Advanced Skills. These prerequisites are characteristic or skill based and are shown in the Demesne Insight Skills Table. Once learnt, a Demesne Insight() allows the casting of spells known in that Demesne of Petty-Magick using a normal skill test.

Runes

On top of the core Runes, the *Rune Sources* series uses a number of additional, Open Gaming Content Runes to support the concepts behind the cults described. Two runes referred to in this booklet are Healing and Conflict. These are specialised runes that do not automatically assume the connotations of those to which they might be related, such as Fertility, Death and Disorder.

The Rune of Conflict

Though the Rune of Conflict is primarily associated with the skills of war, it is not limited to such active interaction. Conflict is present in all situations where two views, opinions or strengths are in opposition and striving to overcome the other. It is also called the Rune of Opposition.

The Rune of Conflict is not only used by warrior gods but also by gods engaged in indirect conflict, such as protection, assassination or even combating disease or poison. Some of the more confrontational trading cults could be associated with Conflict, for example, as its members try and force a deal through against a less than co-operative trading partner.

Conflict need not be automatically associated with Disorder, though may temporarily flow through such a state, and Conflict never, automatically, assumes Death.

Rune Spells

Common Rune spells cast through the Rune of Conflict include *Demoralise* and *Detect Enemy* as well as the spells *Oppose*, *WarBlock* and *WarStrike*.

Runic Power

The Runic Power of the Rune of Conflict is a bonus of +5% to all tests which assume an active opposition, such as Opposed Tests and to all attack and parry rolls when in combat against a foe who could parry or dodge.

The Conflict Rune and its definition is Open Gaming Content.

Note

The Rune of Conflict is not the same as the Petty-Magick Demesne of Conflict.

The Rune of Healing

Also called the Rune of Wholeness and Unity of Being, the Healing Rune is specifically associated with acts of recovery, personal stability and support, as well as the skills associated with healing and the restoration of health. Though more specialised and focused than that of the Rune of Fertility, whose association with Healing is a result of its gifts of growth, plenty and procreation, the Healing Rune also addresses the Unity of mind and spirit.

It is frequently associated with one or two other Runes which govern or indicate its use. The cults of healing, such as Suberle, are those who might otherwise have struggled to integrate the Fertility Rune to themselves, or who found the diverse needs of the healing powers significantly more useful in caring for their followers. The Healing Rune is often associated with a type of being, such as Spirit, Beast, Man or even Plant; such an association can both focus and strengthen its powers in those areas.

Rune Spells

Spells cast through the Rune of Healing include *Heal, Cleanse* and *Draw Poison* and similar spells.

Runic Power

The Runic Power of the Rune of Healing is a bonus of +5% to spell casting for any spell associated with healing and recovery, such as *Heal* or *Regrow Limb*, and a bonus of +5% to First Aid and Healing skills and to all Lore and Craft skills associated with the act of healing, such as Lore(Anatomy) and Craft(Midwifery).

The Healing Rune and its definition is Open Gaming Content.

RuneQuest
The Collected Character Sheet

Character Name		Age		
		Gender		
Player		Height		
		Skin		
Race / Culture		Eyes		
Background / Profession		Hair		

Characteristics / Attributes

	Orig	Current		
STR			Movement (m)	
CON			Hero Points	
DEX			Combat Actions	
SIZ			Damage Modifier	
INT			Strike Rank	
POW			Base Magic Points	
CHA			Max ENC	

Weapons

Weapon	%ge¹	Cur²	Damage	ENC	AP	HP	Rnge	Load

¹Base weapon skill   ²Weapon skill after Armour Penalty

Basic Skills

Skill	Char	%ge
Acrobatics^AP.EP	DEX	
Athletics^AP.EP	(Base:)	
Brute Force	STR+SIZ	
Climb / Jump / Swim	STR+DEX	
Boating^EP	STR	
Dodge^AP.EP	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^EP	DEX	
Stealth^AP.EP	10+DEX-SIZ	
Throwing^AP.EP	DEX	
Unarmed^EP	STR	

Petty-Magick Spellcasting ^AP

Demesne Insights	Char	%ge
Petty-Magick	POW+CHA	
	INT+POW	
	INT+POW	
	INT+POW	
	INT+POW	
	INT+POW	
	INT+POW	

Advanced Skills (& RuneCasting^AP)

Advanced Skills	Char	%ge
Lang:	INT	
Lore:	INT	
Mechanisms	DEX+INT	
Streetwise	POW+CHA	
Survival	INT+POW	
Tracking	INT	

^AP These skills suffer Armour Penalty
^EP These skills suffer Encumbrance Penalty

Hit Points & Damage

Special Damage Notes

Personal Magic Points

Base MP

Fatigue

Fresh		Winded	
Tired		Wearied	
Exhausted		Debilitated	

Encumbrance (see over)

ENC		0% / OK	
		-20% / ½ Mv	

Armour, hit locations, Armour Penalty and encumbrance

d20	Location	Armour	AP	ENC	Pen.%	Ser. Wnd	Maj. Wnd
19-20	Head					ru	rdu
16-18	Left Arm					u/s	ru
13-15	Right Arm					u/s	ru
10-12	Chest					ru	rdu
7-9	Abdomen					ru	rdu
4-6	Left Leg					u/s	ru
1-3	Right Leg					u/s	ru

ru = Resilience test or unconscious; u/s = useless
rsu = Resilience tests for death & unconsciousness

Total:

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Spells (Petty-Magick, Rune and Divine)

Spell	Demesne/Rune/Theology	%ge	Mag.	Cast	DIPC	R T	Area	Res?	Effect

Mag. = Magnitude; Cast = Casting Time; D I P C = Duration (D/#), Instant(I), Permanent (P) or Concentration (C);
*R T = Ranged (R: POW*5) or Touch (T); Res? = Resist Trait: No Resist (N or −), Dodge(D), Persistence (P), Resilience (R)*

Cult/Guild Associations

Cult/Guild	Rank	Lore %

Traits, Integrated Runic Powers & Legendary Abilities

Trait/Runic Power/Ability	Effects

Weapon Skills

Weapon	Char	%ge
Basic Close Combat[AP.EP]	STR+DEX	
Basic Ranged[AP.EP]	DEX	

Advanced/Spellcasting Skills

Skill	Char	%ge

Equipment/Possessions

Item	Cost	ENC
Money Gold pieces		
Silver pieces		
Copper pieces		
Lead bits		
TOTALS		
Maximum Encumbrance (see over)		
Maximum Carry = (STR+SIZ)*2		

Notes, Comments & Background

Talismans, Familiars, Crystals & other Magic Point Boosting

Talisman type/Familiar's beast	Name	POW (MP) Tracking
		Base MP
		Base MP
		Base MP

Character Creation Worksheet

Character _____ **Player** _____ **3. Race** _____

3	Start	Final
STR		
CON		
DEX		
SIZ		
INT		
POW		
CHA		

5. Background   **6. Professions** _____

		Runes/Dem's		Silver		HP/Char.		=	*aging*
8. Aging: Spells			+		+		+		
# Rune Spells:									

Step:	5	6	6b	6c	7FSP	7bFSP	8		Total
Hero Points^{HP}	+0	2	+2	+2	+ 0	+ 2*n	+	=	
Charact. Incr.	+0	+0	+1	+1	+ 0	+ 1*n	+	=	
Silver		+0			+ 0	+ *n	+	=	
Minimum Age	18	+0	+2	+2	+ 0	+ 2*n		+ *aging*	

Skills %ges

Basic	Char	Step: 4 Base	5 +B/G	6 JP#1	6b JP#2	6c JP#3	7 +100FSP	7bFSP +n*50	8 (&3) Trait/LA	+Char. Adj.^{CA}	Total
Acrobatics	DEX										
Athletics	(Base:)										( )
Brute Force	STR+SIZ	above	above	above	above	above	above	above	above	above
Climb/Jump/Swim	STR+DEX	above	above	above	above	above	above	above	above	above
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										

Advanced/Spellcasting

Lang:	INT										
Lore:	INT										
Mechanisms	DEX+INT										
Streetwise	POW+CHA										
Survival	INT+POW										
Tracking	INT										

Weapon

Basic Close Combat	STR+DEX										
Basic Ranged	DEX										

FSP = Free Skill points; CA = Difference between start characteristics and final (e.g. +2); HP = Hero Points are gained during professional, Free Skill, Characteristic gain and spell gain years at a rate of 1 per year to age 30, 1 per 2 years to age 40, then 1 per 4 years thereafter.

Using the Worksheet

In our campaigns we have found that generating characters can be time-consuming and involve a lot of rubbing-out on the character sheet. The worksheet can be used to build normal starting characters or most Journeyman and more experienced or older characters, using the rules outlined in steps 6, 7 and 8. Once the various sections are filled in it is a matter of copying the totals to the character sheet. For generating characteristics, refer to the *RuneQuest™ Core Rulebook*.

Step 3 - Character Name, Player and Race, used here for reference. Generate the initial Characteristics and make a note of bonuses from Traits in the relevant skills in the *8(&3)* column.

Step 4 - Calculate and record the Basic Skills from the characteristics and the Racial Traits.

Step 5 - Choose a Background Culture and fill in the skill bonuses (see p12). At the same time, roll for starting silver.

Step 8 - If using the *Older Character* rules, work out how many years are spent on each option and record them in this row. Total them in the *aging* box and copy the value into the box on the *Minimum Age* line.

Step 8.ii - Add in *Characteristic Increases* to *Final Characteristics* and also adjust the skills by the amount the characteristics have changed. Finally total the skills and transfer the values on this sheet to the Character Sheet.

Step 6 - Choose a Profession, record what is chosen and put the skill bonuses in column 6. If Journeyman Professions are being used (see p13), make a note of the professions and add the skills into columns 6b and (if more than one) 6c.

Step 6b/6c - If choosing *Journeyman Professions*, make sure the additional Hero Points (2), Characteristic Increases (1) and Minimum Age (2) are added in. Roll for additional Silver from the Profession and record it in the 'Silver' row.

Step 7 - Add in 100 Free Skill Points into the skills columns.

Step 7b - If using *Experienced Characters*, put in 50 Free Skill Points for each increment (*n*) of experience allowed. Add in additional Hero Points (2 x *n*), Characteristic Increases (*n*) and Minimum Age (2 x *n* years) are also included. Roll *n* times for additional Silver from the Profession and record it in the 'Silver' row.

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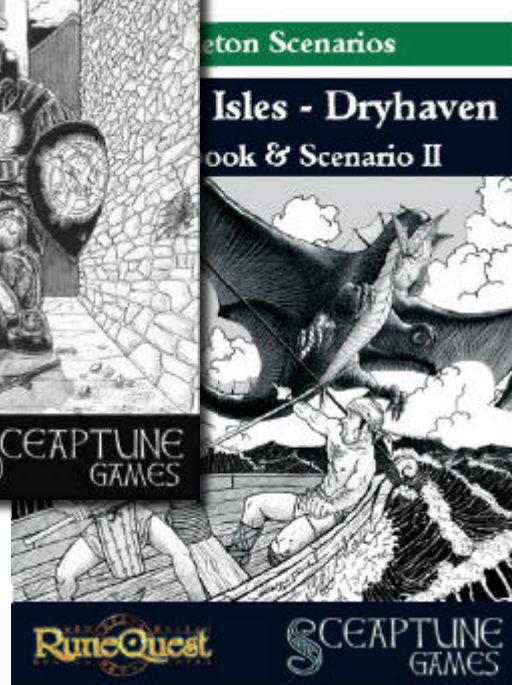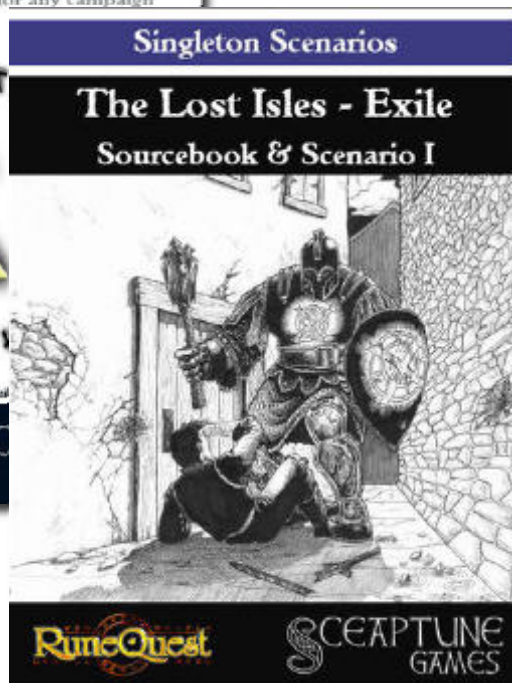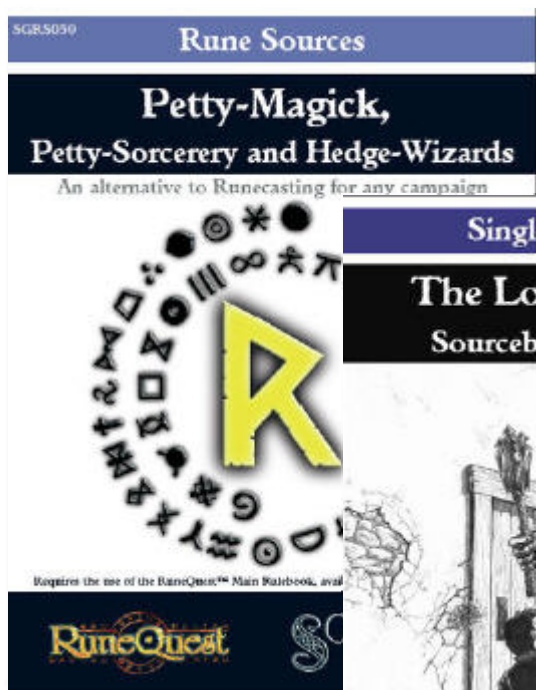
Rune Sources

The Collected Character

The Collected Character: all the RuneQuest character creation rules gathered together into one, handy reference guide, and more!

Included in this packed sourcebook is the following:

- A step-by-step process for creating a character

- A new Background Culture: the Forestborn for fantasy and historical games

- 26 new Professions, including Sorcerer's Apprentice, Enchanter, Legionary, Peltast, Trapper, Yeoman and all seven Petty-Magick professions

- All the Background Cultures and Professions from the core rules in one place – over 60 Professions listed!

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