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RuneQuest



GAMES MASTER'S
SCREEN

Combat Actions

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

Damage Modifier

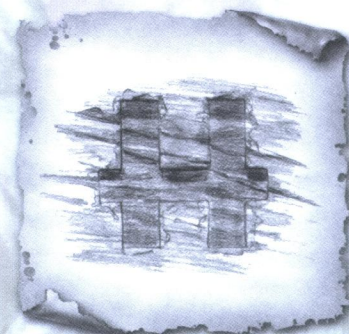
Total of STR and SIZ	Damage Modifier
1-5	-1D8
6-10	-1D6
11-15	-1D4
16-20	-1D2
21-25	+0
26-30	+1D2
31-35	+1D4
36-40	+1D6
41-45	+1D8
46-50	+1D10
51-60	+1D12
61-70	+2D6
71-80	+2D8
81-90	+2D10
91-100	+2D12

Difficulty Examples

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

Difficulty and Haste Modifiers

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



Hit Points

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

Suffocating Substance

Substance	Damage Taken to Chest Location
Inhaled	
Water	1D6
Vacuum	1D6
Thick Smoke	1D3
Poison Gas	Character is exposed to the poison. If the gas is also a thick smoke, then 1D3 damage is incurred in addition to the poison's effect.

Fatigue Levels

Level of Fatigue	Effects
Fresh	None.
Winded	All skill tests (including further tests to resist Fatigue) suffer a -10% penalty.
Tired	All skill tests (including further tests to resist Fatigue) suffer a -20% penalty. Movement suffers a -1m penalty.
Wearied	All skill tests (including further tests to resist Fatigue) suffer a -30% penalty. Movement suffers a -1m penalty. Strike Rank suffers a -2 penalty.
Exhausted	All skill tests (including further tests to resist Fatigue) suffer a -40% penalty. Movement is halved. Strike Rank suffers a -4 penalty. DEX is considered 5 points lower for the purposes of determining Combat Actions. Character must make a Persistence test every minute or fall unconscious for 1D3x2 hours.
Debilitated	All skill tests (including further tests to resist Fatigue) suffer a -50% penalty. Movement is halved. Strike Rank suffers a -6 penalty. DEX is considered 10 points lower for the purposes of determining Combat Actions. Character must make a Difficult Persistence test every Combat Round or fall unconscious for 1D6x2 hours.

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Movement

Time Period	Movement 1m	Movement 2m	Movement 3m	Movement 4m	Movement 5m	Movement 6m
Combat Action	1m (2m if running)	2m (4m if running)	3m (6m if running)	4m (8m if running)	5m (10m if running)	6m (12m if running)
Minute	12 (24m if running)	24m (48m if running)	36m (62m if running)	48m (96m if running)	60m (120m if running)	72m (144m if running)
Hour	0.7km	1.4km	2.2km	2.9km	3.6km	4.3km
Day (12 hours)	8.4km	16.8km	26.4km	34.8km	43.2km	51.6km

Basic Skills

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

Illuminating Items

Example	Radius
Candle or embers	1m
Flaming brand or lantern	3m
Campfire	5m
Bonfire	10m

Illumination & Darkness

Environment is...	Effects
Brightly Illuminated	+10% to Perception tests to spot hidden characters or items.
Illuminated	None.
Partial Darkness	-20% to vision-based Perception tests.
Dark	-40% to vision-based Perception tests. Movement penalised by -1m.
Pitch Black	Perception tests reliant on vision impossible, as are ranged attacks. -60% to close combat attacks. Movement halved.

Fire and Heat

Damage Source	Example	Damage
Flame	Candle	1 point
Large Flame	Flaming brand	D4 points
Small Fire	Camp fire, cooking fire	D6 points
Large Fire	Scolding steam, large bonfires, burning rooms	2D6 points
Inferno	Lava, inside a blast furnace	3D6 points

Advanced Skills

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

Falling Distance

Distance Fallen	Damage Taken
1m or less	No damage.
2m to 5m	D6 damage to a random location
6m to 10m	2D6 damage, each D6 applied to a randomly rolled location
10 to 15m	3D6 damage, each D6 applied to a randomly rolled location
16m to 20m	4D6 damage, as above
+5m	+1D6 damage



Weapon Skills

Skill	Base Characteristic(s)
Close Combat Weapon Skill	STR+DEX
Ranged Weapon Skill	DEX

Magical Skills

Skill	Base Characteristic(s)
Runecasting	POW+CHA

Casting Modifiers Situational Modifiers

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

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

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

Inanimate Objects

Object	Armour Points	Hit Points	Brute Force Modifier
Boulder	4	40	—
Castle gate	4	120	-40%
Castle wall (2m section)	5	250	—
Chain	4	8	-30%
Club	2	4	—
Dagger	4	4	—
Hut wall (2m section)	2	15	+0%
Iron door	4	75	-30%
Rope	1	3	+0%
War sword	4	10	—
Wooden chair	2	6	—
Wooden door (normal)	2	25	+10%
Wooden door (reinforced)	3	30	-10%
Wooden fence (2m section)	2	5	+10%

Close Combat Weapons

Weapon	Skill	Damage Dice	STR/DEX	ENC	AP/HP
Ball & chain	1H Flail	1D6+1	9/11	2	4/8
Bastard sword	1H Sword	1D8	13/9	2	4/12
	2H Sword	1D8+1	9/9		
Battleaxe	1H Axe	1D6+1	11/9	1	3/8
	2H Axe	1D6+2	9/9		
Bill	Polearm ²	1D6+1	7/9	2	2/8
Buckler	Shield	1D4	—/5	1	5/8
Club	1H Hammer	1D6	7/	1	2/4
Dagger	Dagger ⁴	1D4+1	—/—	—	4/6
Glaive	Polearm ²	1D8+1	7/9	3	2/10
Great axe	2H Axe	2D6+2	13/9	2	3/10
Great hammer	2H Hammer	1D10+3	11/9	3	3/10
Great sword	2H Sword	2D8	13/11	4	4/12
	2H Axe	1D8+2	13/7		
	Polearm ²	1D8+1	9/9		
Halberd	Spear ^{1,2}	1D8	7/7	4	3/10
Hatchet	1H Axe ⁴	1D6	—/9	1	3/6
Heavy mace	1H Hammer	1D8	11/7	3	3/10
	2H Hammer	1D8+1	9/7		
Improvised	Unarmed	1D6-1	—/—	—	—/—
Kite shield	Shield ³	1D6	13/—	3	10/18
Knife	Dagger	1D3	—/—	—	4/4
Lance	Spear ^{1,2}	1D10+2	9/9	3	2/10
Light mace	1H Hammer	1D6	7/7	1	3/6
Longspear	Spear ^{1,2}	1D10	5/5	2	2/10
Military flail	2H Flail	1D10+2	13/11	3	3/10
Military pick	1H Hammer	1D6+1	11/5	3	3/10
Natural weaponry	—	As noted	—/—	—	—
Quarterstaff	Staff	1D8	7/7	2	3/8
Rapier	Rapier ¹	1D8	7/13	1	3/8
Scimitar	1H Sword	1D6+1	7/11	2	4/10
Shortspear	Spear ^{1,2,4}	1D8	5/5	2	2/5
Shortsword	1H Sword ¹	1D6	5/7	1	3/8
Target shield	Shield ³	1D6	9/—	2	8/12
Unarmed	Unarmed	1D3	—/—	—	—/—
War maul	2H Hammer	2D6	13/7	3	3/12
War hammer	1H Hammer	1D8+1	11/9	2	3/8
War sword	1H Sword	1D8	9/7	2	4/10

¹ This weapon will impale an opponent upon a critical hit. See page 46 for details on impalement.

² This weapon may be set against a charge. See page 33 for details on setting weapons against a charge.

³ This weapon may parry ranged weapons.

⁴ This weapon suffers no penalty when thrown.

First Aid Actions

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

Armour

Armour	AP	ENC	Locations
Chainmail coif	5	1	Head
Chainmail shirt	5	4	Abdomen, Arms, Chest
Chainmail skirt	5	2	Legs
Chainmail treads	5	3	Legs
Full helm	6	1	Head
Heavy leather hauberk	2	1	Abdomen, Chest
Heavy leather cap	2	1	Head
Helmet	5	1	Head
Leather hauberk	2	1	Abdomen, Chest
Leather shirt	1	1	Abdomen, Arms, Chest
Leather treads	1	1	Legs
Plate (breast and back)	6	4	Abdomen, Chest
Plate leggings	6	4	Legs
Plate (suit)	6	12	All
Plate vambraces	6	3	Arms
Ringmail shirt	3	2	Abdomen, Arms, Chest
Ringmail skirt	3	2	Legs
Scalemail shirt	4	3	Abdomen, Arms, Chest
Scalemail skirt	4	3	Legs

Close Combat Situational Modifiers

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

¹ These modifiers are cumulative – attacking a character attacking a surprised target which is on lower ground increases their Weapon skill by 40%.

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

Ranged Weapons

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

¹ This weapon will impale an opponent upon a critical hit. See page 46 for details on impalement.

² This weapon suffers no penalty when used in close combat.

Dodge

Defender's Roll (Dodge Skill)

Attacker's Roll (Weapon Skill)

	Failure	Success	Critical Result
Failure	Attack succeeds as normal	Attack fails	Attack fails; attacker Overextended
Success	Attack succeeds as normal	Attack succeeds but inflicts minimum damage; defender forced to Give Ground	Attack fails
Critical Result	Attack succeeds and becomes critical hit	Attack succeeds as normal	Attack succeeds but inflicts minimum damage; defender forced to Give Ground

Parry

Defender's Roll (Weapon or Shield Skill)

Attacker's Roll (Weapon Skill)

	Failure	Success	Critical Result
Failure	Attack succeeds as normal	Attack succeeds but 2xAP of parrying weapon/shield is deducted from damage	Attack fails; defender may Riposte
Success	Attack succeeds as normal	Attack succeeds but AP of parrying weapon/shield is deducted from damage	Attack succeeds but 2xAP of parrying weapon/shield is deducted from damage; defender may Riposte
Critical Result	Attack succeeds and becomes critical hit	Attack succeeds but ½ AP of parrying weapon/shield is deducted from damage	Attack succeeds but AP of parrying weapon/shield is deducted from damage

Ranged Attack Situational Modifiers

Situation	Skill Modifier
<i>Wind¹</i>	
Strong wind	–10%
High wind	–20%
Fierce wind	–40%
Hurricane	Attack automatically fails
<i>Target Movement¹</i>	
Target has moved 10m or more since attacker's last Combat Action	–10%
Target has moved 30m or more since attacker's last Combat Action	–20%
<i>Target Visibility¹</i>	
Target obscured by smoke, mist or is in partial darkness	–20%
Target obscured by thick smoke, fog or is in darkness	–40%
<i>Target Size¹</i>	
Per 1 SIZ target is under SIZ 5	–10%
Per 10 SIZ target is above SIZ 20	–10%
<i>Target Condition¹</i>	
Target is helpless	+10%
Target surprised ²	+10%
Target prone	–20%
<i>Attacker Condition³</i>	
Attacker is prone	–20%
Attacker is underwater ⁴	–20%
Attacker is on unstable ground	–20%
Attacker is blinded	–40%

¹ Modifiers within these sections are not cumulative. However, modifiers from different sections are cumulative. Therefore, shooting at a target within a mist that has moved more than 10m since the attacker's last Combat Action imparts a –20% penalty.

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

³ Attacker condition modifiers are cumulative.

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

Food & Lodging

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