

Players Book

The Avalon Hill Game Company
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Players Book

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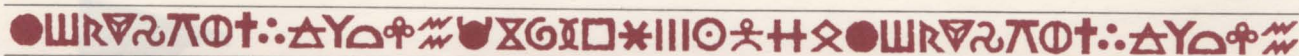
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*May Arachne Solara bless
and protect this book.*



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This is the most important of the RuneQuest rulesbooks. It contains all rules needed to play a RuneQuest role-playing game. Other books and supplements will expand upon the information given here.

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RuneQuestions

Players should consult their gamemaster on questions concerning the interpretation or use of the RuneQuest rules. Gamemasters who receive such questions should use their best judgment and interpret the rules as is appropriate for their fantasy worlds. Gamemaster judgment is final. Gamemasters who are confronted with questions impossible to resolve can write to Chaosium, clearly writing your question so that a yes/no answer will suffice. If you wish a replay send it and a self-addressed, stamped envelope to RuneQuestions—otherwise no reply will be given.

RuneQuestions
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Introduction

Welcome to the worlds of fantasy. With *RuneQuest* you participate in the telling of an adventure with your adventurer as the hero.

Roleplaying and *RuneQuest*

A roleplaying game is a chance for you and your friends to get together to have fun. With a fantasy roleplaying game like *RuneQuest*, you become involved in exotic adventures in magical lands. Done verbally, your roleplaying of fantasy characters is like improvisational radio theater. With miniature figures, play becomes puppet theater. However you do it, the main reason to roleplay is to have fun.

In roleplaying you can either be a player, who creates and then roleplays his characters (adventurers), or be the gamemaster who creates the adventures. For maximum enjoyment, you should at different times do both.

As a *RuneQuest* player, you take on the mental guise (role) of one or more adventurers who live in the game world, generating your adventurers from scratch. The personalities you so build need not be anything like you; in fact, it is usually more rewarding and enjoyable to create adventurers entirely unlike yourself, since a lot of the fun of roleplaying is in trying out new existences and exaggerated behaviors. For instance, the most popular roles are those of warriors and magicians—how many knights or wizards do you know in this world? For players, precise knowledge of the *RuneQuest* rules is important only when a particular question of success or failure arises.

The gamemaster operates the game world. You (in the guise of your adventurers) encounter what he or she creates. The gamemaster also roleplays the incidental characters, creatures, and evildoers which your adventurers confront.

The *RuneQuest* rules are the agreed-upon reality which links together the players and gamemaster and which make the game world understandable. The rules also represent the common experience of the player-characters, providing ways of estimating the likelihood of success or failure before an action is attempted. Rules are the court of appeal: whenever a conflict occurs between what the adventurers wish to

do and what the game world seems to let them do, then use the rules to settle the dispute.

Suppose that you say that your adventurer wishes to open a door and enter a room, and that the gamemaster replies that the door is locked. But you want your adventurer to open it anyway. Without rules, an argument or an arbitrary decision might result. The rules tell everyone how to resolve such game situations.

Dice rolls commonly determine the outcome of game actions which are problematic. Did the door open? Did your adventurer leap the chasm? Did his sword stroke do damage—if it did, how much damage did it do? All important game variables depend on a variety of dice rolls for resolution.

In summary, *RuneQuest* is a series of interactions between players (who pilot characters through adventures) and a gamemaster (who runs the world in which the adventures occur). Most play is verbal exchange: the players tell the gamemaster what their adventurers intend to do, and the gamemaster then tells them if they can or may do it—or, if not, what happens instead. The *RuneQuest* rules indicate what can be done in particular situations; if a situation is variable, then a specified die roll resolves it. You will rarely know that your adventurers can definitely accomplish tasks; just as in real life, chances must be taken, and it is up to your adventurers (and to you) whether or not the risks seem worth the taking.

Playing the Game

The Gamemaster

The *RuneQuest* gamemaster has the immense responsibility and delight of preparing the game situation and of playing it without bias. Initially, you might simply set up a lair of some hostile monsters or bandits, and then play them against the player-characters. It is the gamemaster's duty to make the opposition smart and mean, or there will be little challenge for the adventurers, and their players will be bored. But you must be just: refrain from arbitrary decisions against the players even though you may be frustrated

if they out-fight, outwit, or out-guess your creations in the end.

As you progress as a gamemaster, you may create elaborate worlds in which the players' adventurers scheme, fight, parley, live, and die. *RuneQuest* is a very flexible game system; gamemasters can use its mechanics in many different fantasy universes. But these worlds must be exciting and interesting, or the players will abandon them.

The Player

As a player, your first duty is to play within the limits of the characters you generate. Even though you are a chemistry major, for instance, your shepherd character cannot (without learning or training) stroll to a game world village and open an alchemy shop.

Operating within your adventurers' limits will challenge your imagination. How well you act out the roles you create defines how well you roleplay, the ultimate enjoyment which this art form affords. Real roleplaying — clothing a few numbers with imagination — is as demanding and as satisfying as any dramatic art, and should be approached with playful seriousness.

Like anything else, roleplaying is easier after doing it a few times. Always have some idea of your character before you start, but also allow new events in his or her game life to help shape the character's personality. Allow yourself to play different roles for different characters.

Cooperation and Competition

Gaming is social. If you want to use your imagination by yourself, you can read a book. But if you want to experience and share in the world of living fantasy, play *RuneQuest*. Be forewarned: when a number of people get together cooperatively, they can create a communal fantasy far more interesting and imaginative than could any one person.

Cooperation is essential to enjoyable roleplaying games, for the participants work together for a common goal — overcoming opponents, or a hostile setting controlled by an impartial gamemaster.

For instance, a party of adventurers will not survive against a batch of monsters if they are not willing to aid each other, heal each other, and guard each other. You can play a back-stabbing thief, but if everyone plays that sort of character, then there will be no incentive to play together. There must be honor even among thieves, so far as gaming goes.

Players too must work together. Don't harass other players who have bad luck. If you know something appropriate to a situation, share it gently, not with disparaging remarks. Leave personal animosities out of the game.

There also needs to be cooperation between players and gamemaster. Though the gamemaster creates the world and manipulates its details, it's also true that the game remains a game for him as well, and that he likes to have fun playing too. Players should pit their ingenuity against the game world, not the gamemaster.

The gamemaster should be interested in his players' opinions on game matters, and the players should debate rules questions and play opportunities with him. Gamemaster decisions are final, and players must be willing to take losses if the gamemaster sticks to his ruling. All the same, strive to work out questions by discussion. Both players and gamemaster should be willing to change their minds if necessary, and occasionally adjust the game to the situation at hand.

Neither gamemaster nor players ever win roleplaying games. Winning in roleplaying is only what happens if the adventurers successfully complete a mission or quest. Losing is what happens if they fail (they may just try again later). The only real losers are adventurers — not players — who die in action. Even then there is satisfaction in dying gloriously, and knowing such great deeds will live on in song and tavern story.

Simple communication builds enjoyable and understandable worlds for adventuring. The rewards of cooperation are great, while hostility and resentment are fatal to play. Remember, the object of all this is to have fun.

Life and Death

Danger is a common theme in an adventurer's life. There is satisfaction in non-hazardous occupations, and you are urged to create non-combative characters as time allows. But roleplaying's sharpest spice is the testing of your adventurers by life-or-death situations. None of us experience death more than once, and few want to know that lesson sooner than necessary. Roleplaying gives us danger without physical risk and surrogate death without cessation of our personalities.

Even without real risk, you'll feel elated when your characters triumph — and agonize when they die. Players and their characters have an intimate relation: the longer one plays a particular adventurer, getting to know all his or her strengths and weaknesses, knowing how the adventurer came to be and how he or she grew to be a personality to be proud of, then it is just that more likely there will be a sense of profound loss when death comes and resurrection is impossible.

For this reason, never play yourself in a game. Always guard your perspective; you are only using your imagination, no matter how real play seems. It is only the possibility of loss which makes success rewarding. Play your adventurers as you would want them to live — with courage, not fear. Commit them to adventure and battle, and roleplay without restraint.

What Is RuneQuest?

About Runes

Rune (*roon*) is an ancient term of similar pronunciation and meaning in most Northern European languages. Runes were symbols cut into wood and stone to warn, charm, curse, or heal. Some runes became alphabet letters. The word now refers to marks or signs of any type, from any culture. In *RuneQuest*, any rune is potentially magical.

A magical rune has within it, by shape or creation, a power deriving from the potency of the force or forces which the rune symbolizes. A magical rune for the sun, for instance, could be understood to have within it some of the warmth and life-giving force of the sun. If a person could properly employ that magical sun rune, some aspect of the sun's power would be his to command. But learning how to use a magical rune may require much study and effort.

Here are some examples of runes from around the world.



About Quests

A quest is a search, usually a difficult and lengthy one. Quests involve great purposes, travel, magic, self-understanding, and heart-stopping danger. Quests are rewarded when they succeed, and fail only when survivors give up hope. Death, at least valiant death, does not halt a quest, for tales of such heroism and courage inspire later adventurers to answer the call. Characters risking barrowwights are on an adventure; those who seek to foil a great evil by destroying the fount of its power are on a quest.

The objects of quests are diverse: to rescue beautiful maidens, to find elixirs of awesome potency, to unearth magical tomes, or to make real an idea, an ideal, or a hope. Dangers may be physical, in the form of monsters or robbers; they may be magical, such as ghosts and enchanted groves; or they may be personally-tempting riches, glory, or vengeance. A quest may take a single adventure to resolve, or a week, or a lifetime, or an eternity.

A player's quest may be different. Players usually seek survival, and additional strength, skill, power, and wealth for their characters. How gracefully and considerately you manage the duality of your quest and your adventurer's quest ultimately reveals how much you enjoy roleplaying.

RuneQuest the Game

RuneQuest is a fantasy roleplaying game in which you play fantasy-world adventurers, helping them live their lives. Since runes symbolize ideals and powers of existence, your adventurers will literally rune-quest — they will seek to master the opportunities which runes and combinations of runes provide, and strive for the harmony with the powers which in turn rule those runes.

To measure how well your adventurers live their lives, measure as your adventurers do: a Viking warrior will have different standards than a Byzantine monk, and a high-born sorcerer will judge himself differently than an illiterate Egyptian peasant. Your gamemaster will help you with difficult details, but try

to look at every roleplaying situation through the eyes of your characters.

Materials

Dice for the Game

RuneQuest uses a number of different dice, all of which are included in the *RuneQuest* game box. There are two 20-sided dice, one 8-sided die, and three 6-sided dice. Certain combinations of or divisions of results rolled on those dice create other die rolls called for in the game. The various dice allow different ranges of probability.

Dice have standard abbreviations. The letter D always stands for the word "die" or "dice." The letter D will be followed by a number denoting the number of sides on the die being used. Thus D20 always indicates a 20-sided die, D6 always indicates a 6-sided die, and D100 always indicates percentile dice (as explained below).

Dice designations may be preceded by a number. The preceding number instructs the reader to roll a specific quantity of that kind of dice. For instance, 2D6 requires that two 6-sided dice be rolled. If you don't have the right quantity of a type of die, roll the one you do have for the number of times indicated.

Whenever a result of more than one die is called for, add the results together to form a single total.

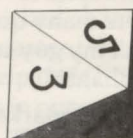
Sometimes additions must be made to specified die rolls. You might see "1D6 + 1," for instance. Always add the number following the plus sign to the result of the 1D6 roll. The "1D6 + 1" means that the final sum must be between 2 and 7, though the actual total depends on the result of the D6 roll.

Occasionally specified die rolls require that different dice be rolled at one time. If a weapon does 1D6 + 2D4 damage, for instance, the actual damage will be found by rolling the three requested dice and summing their results.

Reading Dice D2 Simulate a 2-sided die by rolling any other die. Any odd-number result will equal 1; any even-numbered result will equal 2.

D3 Simulate a 3-sided die by rolling a six-sided die, dividing the result by two, and then rounding up any fractions to the next whole number. Thus a result of 1, 2 equals 1; a result of 3, 4 equals 2; and a result of 5, 6 equals 3.

D4 Simulate a 4-sided die by dividing by two the number rolled on the eight-sided die provided in the *RuneQuest* box, rounding up any remainder to the next whole number.



D6 Most of us are familiar with the good old cubical six-sided die. We read it by throwing it so that it rolls, and then taking as the result of the roll that number which is face up on the die.

D8 Read a D8 the same way as a D6. The top, face-up number is the number rolled.

D10 The D10 die is found by rolling the 20-sided die and reading the number on top. This sort of die has 20 sides, but with two sets of single digit numbers 0-9 on those 20 sides. Treat a roll of 0 as a 10.



D20 The 20-sided die is also used for D20 rolls. There are two ways to make a D20 yield 20 different numbers.

You can take a marking pen and mark one each of the numbers 0-9 to distinguish them from the second, identical set of ten numbers, and then decide whether the marked or the unmarked numbers represent the single digits. The others will be the numbers 11-20. Green pens will yield the 'teen is green' mnemonic, but any color will do. As a D20 the low zero will be 10, and the high zero will be 20.

An alternate method does not require marking the die. Roll the D20 and one other die at the same time. The other die result determines whether the D20 is a single digit or a double digit number: low equals 1-10; high equals 11-20.

D100 This roll requires one or two D10s. If you have one D20, you need to roll it twice. The first roll is the 'tens' roll, and the second roll is the 'ones.' If you roll a 5 the first time and an 8 the second time, you've rolled 58. "00" always equals 100.

If you have two D20s of different colors as provided in the RuneQuest box, you need only roll both at the same time to generate a D100 result. Decide which color die represents the tens place and which die represents the ones. Once decided, always read the dice the same way. Resist the temptation to shift the way you read your D100 after you see the result. Changing is cheating.

Figures and Game Focus

RuneQuest can be played strictly verbally. But many players and gamemasters go further than that, and use cardboard markers or miniature figures, props, and a battleboard to focus attention during play, to easily solve problems like line-of-sight, to create tactical possibilities, and to generally increase the fun of the experience.

Focus allows players to weave their imaginations into one framework. For instance, setting up a marching order for a caravan of adventurers shows which characters will be in a position to speak to each other; this may be significant if a particular adventurer must choose to aid one character out of many.

Markers greatly aid rules interpretation. When they're on the table, it is possible to see that your adventurer's friends block the field of fire of his bow, or show which adventurers are first assailed by giant wasps striking from the left flank, or help indicate how long it will take for one adventurer to aid another. A glance at the markers answers many questions like "How far away is it?" and "Isn't my guy supposed to be here?" and "Where is the elephant?"

Many people use lead figures rather than markers. Figures are inch-high or larger lead representations of adventurers, monsters, villains, etc., purchasable at most game and hobby stores, or easily ordered by mail. Lead figures can be strikingly painted and individualized, and add greatly to the aesthetics of roleplaying.

Other manufacturers publish attractive cardboard figures, pre-colored and intended to stand vertically

on folded cardboard stands. Random toy figures can be very useful. Preference and price always influence choice. No one is likely to have the right quantity or kind of monster or character for every situation. Substitutions are common.

Additional props provide extra drama when you use miniature figures. Large ruins can be constructed using childrens' plastic blocks. Scrounging among railroad accessories, cake decorations, wonderfully weird things from hardware bins, etc., supplies almost any special shape. Carve styrofoam packaging to make vaults, bridges, and chasms. A few HO-scale trees, a toy fence, and a large rock add intriguing possibilities for character deployment and use of special skills in routine melees.

The Battleboard

If you use figures, you will also want some way to define their positions during play; for this, use a battleboard. A battleboard can be made of almost anything, but most commonly it is a large sheet of paper which can be drawn on and disposed of afterward. Also popular are transparent and erasable plastic sheets which can be written on with china markers or grease pencils. These reusable sheets may have grid lines permanently printed on them.

Sometimes a gamemaster will draw beforehand a location or floorplan on the battleboard; at other times the battleboard may record new terrain as the adventure develops. 'Battleboard,' by the way, is a term carried over from the days when fantasy roleplaying was mainly fighting. Now there are many situations in which you'll want to know adventurer position and movement.

Gamemasters often draw large-scale area maps on ordinary graph or typing paper, locating the adventurers and showing surrounding terrain. When the action shifts to individual encounters, the gamemaster turns to the battleboard.

The Saga of Cormac the Pict

In this book you'll frequently find rules examples starring Cormac the Pict, Signy the Vandal, Churchak the Scythian, or Nikolos of Byzantium. These personalities illustrate the way that the rules are used, and incidentally reveal how some more or less ordinary adventurers progress (or don't progress) in actual situations. Use these examples, as a gamemaster, to learn how to portray a situation in a RuneQuest game or how to react, as a player, to the situations which the gamemaster presents.

Cormac and his friends will be questing across an imaginary Earth and partaking of every kind of legendary and heroic activity. As you might guess from a reference like "Cormac the Pict," these game examples are mostly set in fantasy Europe.

Although imaginary Earth is deliberately anachronistic and ahistorical, it is still useful to know that fantasy adventurers will not know everything about their world. The accompanying sketch map was drawn by a certain Korybos of Tiana. He was a student of Ptolemy, who in turn was a famous astronomer and geographer of the second century A.D.

Korybos, a humble man, made no great claims to accuracy as a mapmaker, but he has done his best. His chart is as much a

map of ideas and possibilities as it is of places and their relations. This is how residents of imaginary Earth (European branch) view their world and also hints at some reasons why they might go adventuring.

As explained in later chapters, your gamemaster will be creating his own world. It may or may not at all resemble the imaginary Earth presented in these rules. An example of another imaginary world, Glorantha, is included in the boxed RuneQuest set. Check with your gamemaster before you start formulating notions about the world in which you'll play. He possibly knows important background details, nation and village names, local and world-wide events, and many other matters which will affect the creation of your adventurer and the attitudes that you must adopt to properly portray that character in the fantasy world.

Ancient Map of the Western World. Korybos was a citizen of one of the great Mare Internum cultures—as is evident from the coastal detail in that region. Beyond Hispania in the west and the Sinus Persicus in the east his accuracy falters. The efforts of hardy explorers continually add to the wealth of the Temples of Knowledge.





Creating an Adventurer

The RuneQuest adventurer explores the mysteries of runes, seeking to master their magic. He or she quests through the world seeking fame, wealth, and knowledge.

"Character" is a roleplaying term for any imaginary personality constructed according to roleplaying game rules. In *RuneQuest*, the characters which players guide are called adventurers. Characters which gamemasters operate are still "characters," or "non-player-characters" if specificity is needed, or are more casually referred to as "encounters," "monsters," or "bad guys." What is true for a character is true for all characters, including adventurers, but specific instructions for adventurers may not be true—or necessary—for non-player-characters.

As a player, you wear the mask of your adventurer in the make-believe world which your gamemaster creates. An adventurer is an extension of you, motivated by your imagination and acting by your wishes in a place where your expression can be free. Like you, your adventurers will have problems, likes, and dislikes, and will change and grow through play.

In generating (creating, rolling-up, or building) your first adventurer, you, your own fertile imagination, and the roll of the dice single out one persona from the billions possible. Through experience, that adventurer grows to become something like a star in a movie or a major character in a novel — and you become his or her superconsciousness.

During play your adventurer receives the double bonus of your intervention into his or her life and of your interest in the outcome. When this happens in the adventurer's life, the effect resembles moments in your own life when existence is clearer and luckier than you reasonably expect.

The adventurers you create should not be exact analogs of yourself. Seeing a version of yourself die would make you uncomfortable—roleplaying worlds are hard, cruel, and dangerous. Why limit yourself to a handful of the billions of characters possible to the game?

By creating and playing adventurers unlike yourself, you can do what you might never do in real life—react differently to the world, possibly gaining empathy and understanding as useful in this universe as in a fantasy one.

As you continue to play, you'll create many adventurers. Each will differ. Study them, learn from them, and enjoy yourself.

Introducing the Adventurer Sheet

Filled-out adventurer sheets, one for each adventurer you roleplay, usually will be the only *RuneQuest* references you need during the game. Such sheets are your primary game tools. Take care of them and keep them up-to-date. Each of the major internal sections of the adventurer sheet will be separately explained below.

Players commonly employ pencils to fill out adventurer sheets — entries on the sheets change during play, and inked-in values are messy to alter. To further protect your adventurer sheets, you might enclose them within vinyl covers; then you could use a china marker to write on the transparent plastic during play, and carefully change the penciled statistics between games.

The back of the adventurer sheet is blank. Use that space to list events in your adventurer's life, to record additional equipment, spells, and weapon information, or whatever else you desire.

Though you may have copies already, permission is granted to photocopy the adventurer sheet for private personal use.

Your gamemaster has other kinds of character sheets. None of them are so detailed as the adventurer sheet and none of them have so much room for information.

Cormac's Saga *Cormac is a ruddy-haired, 23 year-old male Pict from the cold hills of Caledonia, a place commonly called Pictland. He was raised among a tribe of primitive hunter-gatherers, and Cormac was taught the skills of a hunter. Cormac will become a player-character. As such he will be uprooted from his familiar environment to go adventuring across uncharted lands seeking hidden treasure and magic. We will examine him in detail and explain how you can construct such an adventurer.*

RuneQuest

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Personal Information

Adventurer Name _____ Species _____ Age _____ Gender: <input type="checkbox"/> Male <input type="checkbox"/> Female Culture _____ Religion _____	Player Name _____ Homeland/City _____ Parent Occupation _____ Adventurer Occupations _____
--	---

Characteristics

current: STR ____ CON ____ SIZ ____ INT ____ POW ____ DEX ____ AFP ____
original: STR ____ CON ____ SIZ ____ INT ____ POW ____ DEX ____ AFP ____

Selected Attributes

Damage Modifier _____ Move Rate _____ DEX SRM _____ + SIZ SRM _____ = MELEE SRM _____

Skills

Agility (____)	Knowledge (____)	Manipulation (____)
Boat (05) _____	Animal Lore (05) _____	Conceal (05) _____
Climb (40) _____	Craft (10) _____	Devise (05) _____
Dodge (05) _____	_____	Sleight (05) _____
Jump (25) _____	_____	Play Instrument (00) _____
Ride (05) _____	Evaluate (05) _____	_____
Swim (15) _____	First Aid (10) _____	_____
Throw (25) _____	Human Lore (05) _____	Perception (____)
_____	Martial Arts (00) _____	Listen (25) _____
Communication (____)	Mineral Lore (05) _____	Scan (25) _____
Fast Talk (05) _____	Plant Lore (05) _____	Search (25) _____
Grate (05) _____	Read / Write Language (00) _____	Track (05) _____
Hing (05) _____	_____	_____
Lipspeak Languages _____	_____	Stealth (____)
Oath (50) _____	Shiphandling (00) _____	Hide (10) _____
_____ (00) _____	World Lore (05) _____	Sneak (10) _____

Magic

(____)	Spells Known	(Free INT ____)
Ceremony (05) _____	_____	_____
Enchant (00) _____	_____	_____
Summon (00) _____	_____	_____
Duration (00) _____	_____	_____
Intensity (00) _____	_____	_____
Multispell (00) _____	_____	_____
Range (00) _____	_____	_____

Weapon Skills(A% mod ____) (P% mod ____)

Weapon	A%	P%	AP
SR _____ A% _____ P% _____ AP _____			
Damage _____			
SR _____ A% _____ P% _____ AP _____			
Damage _____			
SR _____ A% _____ P% _____ AP _____			
Damage _____			
SR _____ A% _____ P% _____ AP _____			
Damage _____			
SR _____ A% _____ P% _____ AP _____			
Missile _____ Damage _____			
Rate : _____ A% _____ Range _____			
Shield _____ Damage _____			
Rate : _____ A% _____ Range _____			
Shield _____ Damage _____			
SR _____ A% _____ P% _____ AP _____			

```

graph TD
    H[HEAD] --- C[CHEST]
    C --- RA[R ARM]
    C --- LA[L ARM]
    RA --- A[ABTOM]
    LA --- A
    A --- HP[HP]
    
```

Equipment ENC

pennies _____
armor _____

Total ENC:
(subtract total ENC from Fatigue)

Attribute Tallies

Fatigue Points: 0 1 2 3 4 5 6 7 8 9
Magical Points: 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37

Fatigue Points:

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24
25	26	27	28
29	30	31	32
33	34	35	36
37	38	39	40
41	42	43	44
45	46	47	48
49	50	51	52

Blt Pointable Table

*Btety Foucution Nissble

Creating an Adventurer

First take a clean adventurer sheet from the pad included in the *RuneQuest* box, or photocopy the blank sheet reproduced at the end of this book.

At the top of the adventurer sheet you'll see an area marked Personal Information. This area calls for facts about your adventurer's background and personal history. Most of the information in the left-hand column of this part of the adventurer sheet can be filled out now; some of the entries for the right-hand column must wait until you reach the Previous Experience section later in this chapter.



Adventurer Name: This can be anything you like and are prepared to roleplay.

Species: This indicates the type of creature you are playing: a human, a troll, a dwarf, and so on. For your initial adventurer, create a human. Descriptions for other types of intelligent creatures appear in the *Creatures Book*.

Gender ☐ M ☐ F: This is the sex of your adventurer. Choose the gender which you wish to play.

Age: This shows how 'old' your adventurer is. Humans must be at least 15 years old, and may add up to 2D6 more years. For your first adventurer, start with a 21-year-old human. For future adventurers, roll 2D6+15 to learn his or her age. With your adventurer's age you can calculate previous experience skills percentiles and establish how many magic points' worth of spells are known.

When playing species other than humans, you may want additional comment. To recall his functional age, for instance, your age entry for a typically slowly-maturing elf might read, "25 years old—adolescent."

Culture: This refers to the four social archetypes listed in the table below. These notions are defined in the Previous Experience section of this chapter. Any ancient people, even with the most varying customs, will approximate one of the four types of culture. For your first adventurer, pick a Barbarian—most of the occupational previous experience in that culture should give you a good mix of weapons, skills, and magic, no matter what occupation is rolled. For future characters, roll 1D8 and consult the table below.

Culture Table

<i>roll 1D8</i>	<i>resulting society</i>
1	Primitive
2,3	Nomad
4,5,6	Barbarian
7,8	Civilized

Religion: This indicates the deity or deities your adventurer favors; special status in a church or cult (which will be indicated in Previous Experience) also should be entered here.

Player Name: This is your name. If the adventurer sheet is mislaid, it can find its way back to you without tedious phone calls: "Is Twarg the Rotten YOUR adventurer?"

Homeland Clan: This indicates native country, region, tribe, clan, etc. (not everybody has an address and zip code). Check with your gamemaster about this entry.

Parents' Occupation: This indicates the sort of home in which your adventurer grew up—a matter vital to determining the previous experience of your adventurer. See the Previous Experience section on page 26.

Adventurer Occupation: This is merely your character's current job. He or she might be performing one of the occupations from the Previous Experience section, or you might write in "adventurer" or "wanderer." It's up to you.

Adventurer Characteristics

Adventurers, and all other intelligent *RuneQuest* characters, have seven characteristics which define their capacities and skills, and from which are derived specific attributes: in adventurer-sheet order the

characteristics are Strength, Constitution, Size, Intelligence, Power, Dexterity, and Appearance. In every case, the larger the characteristic number, then the more of that characteristic which the adventurer has.

As generated, no human adventurer has any characteristic value greater than 18, though some might later increase over 18. Most original characteristics cannot have values lower than 3, though two characteristics (Size and Intelligence) cannot be lower than 8. Die-rolling procedures for each characteristic will be found in the entry concerning the characteristic.

Strength (STR): A measure of muscular force, an adventurer's Strength affects the damage he does, the kind of armor he wears, and what weapons he can wield. It also indicates what items he can lift and move about. As explained in the Game System chapter, Strength can be increased by training, but only up to the original characteristic amount for the character's Constitution or Size (whichever is highest). If STR is the highest of those three characteristics, then STR cannot be increased except by magic.

Constitution (CON): This characteristic measures your adventurer's health and is a major determiner of the amount of game damage he or she can take before death occurs. The CON of an adventurer is also used to resist disease and to resolve other special attacks. As explained in the Game System chapter, CON is increasable, but only up to the original characteristic amount equal to the adventurer's STR or SIZ, whichever is greater. If CON is the highest of the three, then CON may not be increased except by magic.

Size (SIZ): Size affects an adventurer's ability to inflict and to absorb damage. In *RuneQuest*, SIZ usually indicates mass. Both large and small SIZs have certain advantages: large persons can take more damage; small persons can sneak about with less chance of discovery. Sometimes Size will be used to determine whether an adventurer can squeeze through a particular cranny, hide behind a smallish bush, or fit into a particular suit of armor. Original SIZ cannot be altered except by magic—your adventurer will never need to (or be able to) diet.

Intelligence (INT): This characteristic shows an adventurer's ability to think abstractly, to memorize, and to coordinate such general capabilities as fighting, thieving, crafting, and so on. INT is the major influence in the category skills modifiers and therefore affects the ability to increase skills percentages through experience. It also determines how many magical spells an individual remembers. This characteristic normally does not change, except to decrease from disease, though (very rarely) magic may affect it.

Power (POW): This characteristic measures an adventurer's Life Force. Power represents the integration of an adventurer with his universe. High POW shows great harmony with Life; low POW shows proportionately less.

High Power makes hiding harder for the possessor, because the aura cast by higher POW tends to draw the attention of living creatures. Related to the concept of charisma or animal magnetism, POW also indicates a character's ability to lead. Power can increase in several ways. Though it may vary over time, POW can never rise above the total of the maximum possible rolled POW plus the minimum possible rolled POW. For humans, therefore, POW never exceeds 21, regardless of the adventurer-generating method used. (See also Characteristics Increase, in the Game System chapter.)

Dexterity (DEX): The measure of coordination and speed, Dexterity influences how quickly your adventurer performs actions (fighting, sleight of hand, jumping, etc.). DEX may be raised in several ways, especially by training and magic, to the adventurer's initial DEX $\times 1.5$ limit.

Appearance (APP): The Appearance characteristic quantifies an adventurer's physical attractiveness to other members of the same species. This subjective assessment measures how intriguing or how handsome or how beautiful the individual is. A high human APP rating, for instance, cuts no ice with other intelligent species; a troll will judge your human adventurer from a trollish point of view: "That runty little creature has lips which cover its tusks—disgusting!"

APP may be raised in many ways; good grooming may increase it a point or two. APP may not be increased beyond the adventurer's initial APP $\times 1.5$.

Determining Characteristics

RuneQuest accepts three methods (random, deliberate, or combined) for discovering an adventurer's characteristics. Unless the gamemaster rules otherwise, choose any one method for rolling up your first character.

Random Method: roll 3D6 for all characteristics except for Intelligence and Size: for those two characteristics, roll 2D6+6. Accept any number rolled as the characteristic.

Deliberate Method: this method does not use dice. Only use it to create human adventurers. You allot a total of 80 points among your adventurer's seven characteristics. This allows tailoring of the adventurer to your wishes, but fixes the total amount of his or her characteristics. An adventurer produced in this fashion must have a minimum INT and SIZ of 8 each; all other characteristics must be at least 6 each.

Combined Method: roll 3D6 for each characteristic (except SIZ and INT, for which roll 2D6+6). Then allot as desired up to 6 more points to your adventurer's characteristics. No human characteristic can total more than 18 after you have allotted the extra 6 points, nor may the total of all seven characteristics then exceed 91.

Cormac's Saga Now we'll roll up Cormac's characteristics and get a closer look at what kind of person he is. Trusting to luck, we'll use the random method.

STR 17 Wow, what a start! Cormac is really strong.
 CON 9 Oh-oh! He's almost unhealthy!
 SIZ 12 An average guy.
 INT 14 A bit above average. He could be clever—or foolhardy.
 POW 12 Average again. But not bad.
 DEX 8 Oops! Cormac is clumsy.
 APP 13 Slightly more handsome than average.

Thus we now have Cormac: A handsome, muscular fellow; prone to tripping over his own feet; smart; liable to sneezes and colds.

Cormac now totals 86 characteristics points—9 more than the deliberate method would have given him if we'd chosen that way to roll him up. If we'd used the combined method, we could now add 6 points (bringing up the total of his characteristics to exactly 91), but a clumsy hypochondriac will be fun to roleplay, and that's the point of roleplaying. Cormac is fine just as he is.

Entering Characteristics

Below are Cormac's "original" characteristics written on his adventurer sheet. You'll have noticed that the line above shows his "current" characteristics. Sometimes a characteristic will change from the original, and then the 'current' line should be used. Once any characteristic has changed, always use its current

value, but never change or erase the original characteristic, because it still has significance.

Attributes

Attributes are qualities numerically derived from values of particular characteristics. Attributes include magic points (MP), fatigue points (FP), hit points (HP), the damage modifier, the DEX strike rank, the SIZ strike rank modifier, and so on. Movement can also be considered an attribute, but it is the same for every human (3 meters per strike rank), and does not need to be calculated.

Magic Points

An adventurer's magic points equal his or her current POW. Situations may allow magic points in excess of or less than that number.

To initially enter magic points on the adventurer sheet, circle the number in the magic point check-off tally equalling your adventurer's original POW.

Magic points can be expended to activate spells. An adventurer using magic points to cast spells does not also lower his POW. All characters regain magic points at the rate of 1/24th of their current Power per hour—your adventurer can completely regenerate his magic points in 24 hours.

Cormac's Saga Cormac has a POW of 12. Thus he has 12 magic points as well. Cormac regains one expended magic point every two hours after magic point use or loss.

Fatigue Points

Fatigue points also rise and fall during play. Your adventurer's fatigue points equal the total of his STR plus CON. Circle the appropriate number in the fatigue points tally.

Cormac's Saga Cormac has a STR of 17 and a CON of 9. When these two characteristics are added together they yield 26 Fatigue Points for Cormac. His high STR and low CON offset each other here.

Hit Points

Hit points measure how much damage your adventurer can take before unconsciousness or death. 'Hit points' can refer either to the total hit points of the adventurer or to hit points per body location.

Total hit points equal the average of your adventurer's SIZ plus CON (rounding fractions up). Circle that number in the hit points check-off tally. The number of total hit points for a character is likely to change during play. If an adventurer loses all his total hit points, he dies.



Further, from combat or by other physical contact, your adventurer may take damage to separate parts of his or her body, amounts which must be entered on the adventurer sheet. The amount of damage that an adventurer can sustain per hit location can be determined from the information in the Hit Points Per Location Table to the right. It distributes hit points by hit location for all humanoids. Enter the indicated number in the appropriate hit locations on the adventurer sheet diagram. If an adventurer loses all the hit points in a leg, for instance, that limb is useless.

Hit Points per Location Table

Location	Total Hit Points						
	01-03	04-06	07-09	10-12	13-15	16-18	19-21
Each Leg	1	2	3	4	5	6	7
Abdomen	1	2	3	4	5	6	7
Chest	2	3	4	5	6	8	9
Each Arm	1	2	3	3	4	5	6
Head	1	2	3	4	5	6	7

For any individual the sum of the hit points from all the hit point locations is greater than the amount called 'total hit points.' This relation is correct. An adventurer may accumulate wounds in different locations: although individually inconsequential, their sum may be enough to kill him.

Cormac's Saga Cormac's SIZ (12) and CON (9) total 21. Divided by 2, the amount is 10.5, and rounded up is 11 total hit points. That number is entered in the hit point tally on the right of the adventurer sheet. His low CON is a weakness which may betray him in a fight.

The corresponding line on the location table gives him a hit point distribution per location of 4 for each leg, 4 for the abdomen, 5 for the chest, 3 for each arm, and 4 for the head. These numbers are entered in the corresponding locations on the hit location diagram.

Use of the Occupation Tables

The remaining text of this chapter is accompanied by gray boxes—the Occupation Tables. Ignore them until you read and understand the rest of this chapter's information. Then, use them to find the information needed to complete your character once his or her characteristics and other statistics have been determined. A full explanation of these gray tables is provided on page 26.

Primitive Cultures Occupations

Members of primitive cultures cannot write in their own languages, and do not have significant permanent settlements—neither do they have political organizations more complex than family and clan. Though individuals may acquire metal tools (as they might learn writing) from more technically-minded peoples, there is no native metalworking. Primitives may cull and encourage useful plants, but do not engage in useful agriculture; they hunt and gather food across a traditional range averaging 10 square kilometers per person in hilly country. Examples of primitive folk include most prehistoric peoples, many Amerinds, Arctic tribes, Australian aborigines, African bushmen and pygmies, Pacific islanders, New Guinea natives, Picts (historical and Hyborian), Tolkien's Wood Woses, and Moorcock's natives of Oin and Yu.

Suggested Spells for Primitives

Primitive peoples use only spirit magic and ritual magic. For your adventurer's first spells, we suggest Healing, Disruption or Befuddle, Protection or Countermagic, Bladesharp or Bludgeon. Descriptions for all spirit magic spells will be found in the Spirit Magic chapter of the Magic book. For spirit magic, your adventurer's base chance of success is always his or her POW $\times 5$ as a percentage. To learn more about the listed Ritual Magic skills, refer to the Ritual Magic chapter of the Magic book.

PRIMITIVE OCCUPATION TABLE

D100	Occupation
01-30	Fisher
31-98	Hunter
99-00	Shaman (use the primitive Assistant Shaman occupation)

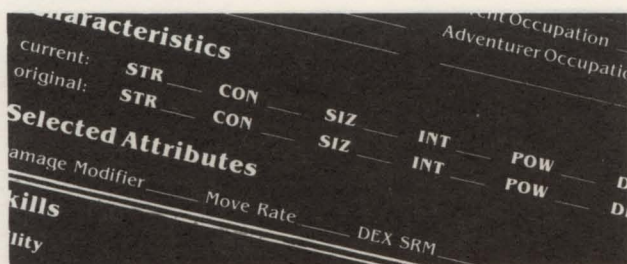
Parents' Occupations for Primitives

Roll D100 to determine the occupation of your adventurer's parents. If Shaman is the result, look under the entry for Assistant Shaman. If Craft skills are available, there may or may not be a sexual bias which determines what Crafts are worked at by which sex—that is up to the fantasy setting and the gamemaster.

Assistant Shaman, Primitive

knowledge of shamanism. **ACCEPTANCE:** (1) If an adventurer's parents were Shamans, then he or she was or will be automatically accepted as an Assistant at age 15. The skills, magic, and equipment listed below will complete your adventurer's background. When your adventurer's background experience is completed, refer to the primitive Shaman occupation. If qualified, the Assistant Shaman may attempt to awaken his or her fetch before play begins; if successful, he or she becomes a Shaman. Consult your gamemaster and

An assistant aids the Shaman in the performance of tribal duties. In return, the Shaman instructs the assistant in the deeper



Damage Modifier

When an adventurer makes a successful attack with thrown or melee weapon, his or her damage modifier is also rolled. To find his or her damage modifier, total your adventurer's STR plus SIZ, and consult the chart below. An adventurer always has the same damage modifier, unless his or her SIZ or STR changes.

Add the full modifier whenever your adventurer successfully attacks with a melee weapon. Add half the modifier whenever he or she successfully attacks with a

Total	Damage Modifier
01-12	-1D4
13-24	0
25-32	+1D4
33-40	+1D6
41-56	+2D6
57-	additional 1D6 damage each additional increment of 16, or fraction thereof.

thrown weapon. In this way the physical strength or weakness of your adventurer directly bears on his effectiveness in hand-to-hand combat.

The damage modifier is always written on the adventurer sheet in the space marked 'damage mod.,' and entered just after the stated damage roll for the weapon. These die rolls are made independently, then totalled to give the actual number of hit points of damage which a successful attack did.

Cormac's Saga

Cormac's STR and SIZ total 29, and therefore his damage modifier is +1D4. If Cormac successfully threw his javelin at an enemy, the hit would yield a roll of 1D8 + 1/2D4. The D4 is rolled and the result halved. Odd numbers are rounded up.

Strike Ranks and Strike Rank Modifiers

To realistically simulate fantasy-world combat, *RuneQuest* weaves together the Dexterity and Size of adventurers with the size of game weapons and the number of magic points used to cast particular spells. The product of each individual calculation determines the melee round strike rank upon which the weapon or spell can be used.

A melee round consists of ten strike ranks, always counted out in order from one to ten. The lower the number of the melee round strike rank during which

the Spirit Magic chapter of the Magic book for the procedure. (2) If his or her parents were not Shamans, then to be considered for acceptance the adventurer must have at least 25% ability in the following skills to be considered: Animal Lore, Plant Lore, World Lore, First Aid, and the Ceremony ritual. The adventurer's player must also successfully make a D100 roll less than or equal to the applicant's POW \times 1, representing the approval of the Shaman's fetch. This roll can be attempted once per year. **SKILLS:** Throw \times 2, First Aid \times 4, Animal Lore \times 3, Human Lore \times 1, Plant Lore \times 3, World Lore \times 3, Listen \times 1, Scan \times 1, Track \times 1, Ceremony \times 3, Summon \times 5, Enchant \times 2, Fist Attack \times 1, Dagger Attack \times 1, 1H Spear or Club Attack \times 1 and Shield Parry or Dodge \times 1—or 2H Spear Attack \times 1 and Spear Parry \times 1 or Dodge \times 1. **MAGIC (Spirit):** 1D3 points upon acceptance and 1 additional point per year. He or she also receives a 1-point increase in POW every three years. **EQUIPMENT:** gourds or water skins, knife, crude furs, leather clothes, beaded goods and miscellaneous artifacts worth 30 pennies, cultural weapons and buckler if appropriate, firemaker, fetishes.

Fisher, Primitive

Anyone who principally lives by gathering food from the waters is a fisher: lake dwellers, for instance, who cast for fish with ring nets, or seaside clam diggers and mussel gatherers, or spearmen who live beside river rapids rich with leaping salmon. **SKILLS:** Boat \times 5, Climb \times 1, Swim \times 4, Throw \times 3, Craft Wood \times 3, Animal \times 2, World Lore \times 1, Listen \times 1, Scan \times 3, Search \times 1, Hide \times 1, Sneak \times 1, Fist Attack \times 1, Dagger Attack \times 1, 1H Spear or Club Attack \times 2 and Parry or Dodge \times 1, Missile Weapon \times 2. **MAGIC (Spirit):** 1D3-1 points at 15 years of age, plus 1 point per additional 10 years or fraction thereof. **EQUIPMENT:** cultural weapons, 50m rope, knife, non-magical tattoo, salt fish worth 120 pennies, crude fur or leather clothes.

Hunter, Primitive

Hunters kill wild animals for food and clothing, supplementing this chancey diet with leaves, roots, nuts, herbs, berries, grubs, and insects. Primitive Hunters are the poorest class of people in *RuneQuest*. **SKILLS:** Throw \times 3, Craft (leather) \times 1, Craft (stone) \times 1, Animal Lore \times 2, Plant Lore \times 2, Listen \times 3, Scan \times 3, Track \times 3, Hide \times 3, Sneak \times 4, Fist Attack \times 1, Dagger Attack \times 1, Missile Weapon Attack \times 3, Primary Weapon Attack \times 2, and Primary Weapon Parry \times 1 or Shield Parry \times 1 or Dodge \times 1. **MAGIC (Spirit):** 1D3-1 points at 15 years of age, plus 1 point per additional 10 years or fraction thereof. **EQUIPMENT:** cultural weapons, knife, gourds or water skins, firemaker, 50m rope, pack, and pelts (clothing) worth 120 pennies.

Shaman, Primitive

A Shaman is the spiritual leader for the tribe or clan, fighting disease and bad spirits, and interpreting the will of the invisible world. An adventurer must have a positive magic bonus to be a Shaman—if not, treat the adventurer as a primitive Hunter, for primitive Shaman is closed to him or her. Shamans and Assistant Shamans are supported by their tribes, and do not gain craft skills. Adventurers whose parents are shamans must use the skills, magic, and equipment tables given for the primitive Assistant Shaman. **ACCEPTANCE:** To become a Shaman, the adventurer must first have been an Assistant for at least three years. With the supervision of the gamemaster, he must also summon his fetch (following the procedure given in the Spirit Magic chapter of the Magic book). **SKILLS:** Throw \times 2, Sing \times 2, First Aid \times 3, Animal Lore \times 3, Human Lore \times 2, Plant Lore \times 2, World Lore \times 3, Listen \times 2, Scan \times 2, Track \times 1, Sneak \times 1, Ceremony \times 2, Summon \times 2, Enchant \times 2, Fist Attack \times 1, Dagger Attack \times 1, 1H Spear or Club Attack \times 1, and Shield Parry or Dodge \times 1—or 2H Spear Attack \times 1, and Parry or Dodge \times 1. **MAGIC (Spirit):** 3 points of magic and a 1-point increase in POW per year. **EQUIPMENT:** gourds or water skins, knife, spear, cultural weapons, 480 pennies worth of beaded goods and trinkets, a crafted sleeping blanket, firemaker, fetishes, small drum, and leather clothes.

Nomad Culture Occupations

Nomads depend upon their livestock herds for survival, moving them from point to point during the year to find the best grazing. Normally nomads are mounted, or otherwise use beasts of burden to carry supplies and equipment during these endless treks. Nomads lack permanent settlements, organize themselves along clan lines, and don't develop writing, although they may use pictographs and other signs. Some nomad cultures have metalworking. Examples of nomadic peoples include Bedouins, ancient Huns, Sioux and other plains amerinds, Afghan shepherds, Tolkien's Easterlings, and Moorcock's Flamebringers.

If the gamemaster rules that your adventurer's tribe is not mounted, substitute Hide for Ride in the following skills increases, and delete the riding animal from the equipment list.

Suggested Spells for Nomads

Nomads use only ritual magic and spirit magic: Healing, Disruption or Befuddle, Protection or Countermagic, Bladesharp or Bludgeon are suggested. The base chance for successful casting of spirit magic is always the user's POW $\times 5$ as a percentage.

Parents' Occupation for Nomads

Roll D100 for parental occupation, then consult the corresponding description for your adventurer's skills, magic, and equipment.

NOMAD OCCUPATION TABLE

D100	Occupation
01-07	Crafter
08-85	Herder
86-95	Hunter
96	Noble
97-98	Shaman (consult the nomad Assistant Shaman occupation)
99-00	Warrior

Assistant Shaman, Nomad

The Assistant aids the Shaman in performing his duties to the tribe and is, in return, instructed in the deeper knowledge of shamanism.

Assistants are particularly useful to nomad Shamans, who may need to move daily or weekly. **ACCEPTANCE:** (1) If an adventurer's parents were Shamans then at age 15 he or she automatically will be accepted as an Assistant. Use the skills, magic, and equipment listings below to complete your character's background. At the completion of his or her background experience, see primitive Shamans. If the Assistant qualifies, he may attempt to awaken his fetch before play begins, thereby becoming a Shaman. Consult your gamemaster and see the Spirit Magic chapter for the procedure. (2) If an adventurer wishes to become an Assistant Shaman and his or her parents were not Shamans, then the character must have at least 25% ability in these skills to be considered: Animal Lore, Plant Lore, World Lore, First Aid, and the Ceremony ritual. To see if he is accepted, his player must also make a D100 roll less than or equal to the applicant's POW $\times 1$. This represents the approval of the Shaman's fetch, and can be attempted once per year. **SKILLS:** Ride $\times 2$, Throw $\times 1$, First Aid $\times 3$, Animal Lore $\times 3$, Human Lore $\times 1$, Plant Lore $\times 3$, World Lore $\times 3$, Listen $\times 1$, Scan $\times 1$, Track $\times 1$, Ceremony $\times 3$, Summon $\times 5$, Enchant $\times 2$, Fist Attack $\times 1$, Dagger Attack $\times 1$, 1H Weapon Attack $\times 1$, Shield Parry $\times 1$. **MAGIC (Spirit):** 1D3 points upon acceptance and 1 additional point per year. He also receives a 1 point increase in POW per 3 years. **EQUIPMENT:** leather clothing (1-point protection), gourds or water skins, dagger, spear, cultural weapons, firemaker, fetishes, goods and trinkets worth 30 pennies.

Crafter, Nomad

A crafter specializes in making a specific range of items for barter or sale. The most common nomad crafts are leatherworking, woodworking, weaving, and bone/stoneworking. **SKILLS:**

Ride $\times 3$, Throw $\times 1$, Speak Own Language $\times 2$, Craft $\times 5$, Evaluate $\times 3$, First Aid $\times 1$, Human Lore $\times 2$, Animal Lore or Plant Lore $\times 1$, Conceal $\times 1$, Sleight $\times 1$, Devise $\times 2$, Listen $\times 1$, Scan $\times 1$, Search $\times 2$, Track $\times 1$, Ceremony $\times 1$ or Enchant $\times 1$ or Summon $\times 1$, Fist Attack $\times 1$, Dagger Attack $\times 1$, Missile Weapon $\times 1$, 1H Weapon Attack $\times 1$, Shield Parry $\times 1$. **MAGIC (Spirit):** 1D3-1 points after age 15, plus 1 point per additional 10 years or fraction thereof. **EQUIPMENT:** leather clothing (1-point protection), knife, cultural weapons, water skins, 50m rope, firemaker, riding animal, set of handtools, trade goods worth 120 pennies.

Herder, Nomad

These nomads guard the wealth and sustenance of the clan, herding sheep, goats, horses, or cattle, or more exotic fantasy creatures. Herders always will be mounted or use a wagon.

SKILLS: Jump $\times 1$, Ride $\times 5$, Throw $\times 1$, First Aid $\times 1$, Animal Lore $\times 3$, Plant Lore $\times 2$ or World Lore $\times 2$, Conceal $\times 1$, Listen $\times 2$, Scan $\times 4$, Search $\times 1$, Track $\times 3$, Ceremony $\times 1$ or Enchant $\times 1$ or Summon $\times 1$, Fist Attack $\times 1$, Dagger Attack $\times 1$, Missile Weapon $\times 2$, 1H Weapon Attack $\times 2$, Shield Parry $\times 2$. **MAGIC (Spirit):** 1D3-1 points after 15 years of age, plus 1 point per additional 10 years of age or fraction thereof. **EQUIPMENT:** leather clothing (1-point protection), knife, cultural weapons, water skins, 50m rope, firemaker, missile weapon, riding animal, herd animals (usually sheep or goats) worth 120 pennies.

Hunter, Nomad

While on the march or in winter camp, these wide-ranging hunter-scouts provide information and game for their clans. **SKILLS:** Ride $\times 5$, Throw $\times 2$, First Aid $\times 1$, Animal Lore $\times 3$, Plant

Lore $\times 1$ or World Lore $\times 1$, Conceal $\times 1$, Listen $\times 1$, Scan $\times 3$, Search $\times 2$, Track $\times 3$, Hide $\times 1$, Sneak $\times 1$, Ceremony $\times 1$ or Enchant $\times 1$ or Summon $\times 1$, Fist Attack $\times 1$, Dagger Attack $\times 1$, Missile Weapon $\times 3$, 1H Weapon Attack $\times 2$, Shield Parry $\times 1$. **MAGIC (Spirit):** 1D3-1 points after age 15, plus 1 point per additional 10 years or fraction thereof. **EQUIPMENT:** Leather clothing (1-point protection), knife, cultural weapons, water skins, 50m rope, firemaker, missile weapon, fur cap (2-point protection), riding animal, animal products (fur, horn, hide, jerky) worth 120 pennies.

Noble, Nomad

Nobles live by the work of others. In return, nomad nobility coordinates, speaks for, and protects their clans and tribes. Nomad Nobles are uncommonly democratic and accessible, typically

welcoming chances to display their physical courage, physical prowess, and wisdom. Demanding of themselves, they can be ruthless with others. Their ordinary titles include chieftain and khan. **SKILLS:** Ride $\times 5$, Throw $\times 2$, First Aid $\times 1$, Orate $\times 3$, Evaluate $\times 1$, Human Lore $\times 2$, Animal Lore $\times 1$ or Plant Lore $\times 1$ or World Lore $\times 1$, Play Instrument $\times 1$, Listen $\times 1$, Scan $\times 2$, Search $\times 2$, Track $\times 1$, Ceremony $\times 1$ or Enchant $\times 1$ or Summon $\times 1$, First Attack $\times 1$, Dagger Attack $\times 1$, Missile Weapon $\times 2$, 1H Weapon Attack $\times 3$, Shield Parry $\times 3$. **MAGIC (Spirit):** 1D3 points after age 15, plus 1 point per additional 5 years or fraction thereof. **EQUIPMENT:**

Leather clothing (1-point protection), finely-crafted knife, spear, shield, water skins, 50m rope, firemaker, leather armor (2 points of protection), cuirboilli helm (3 points of protection), 1H weapon, sword, target shield, missile weapon, good clothing, one riding animal, herd animals worth 1920 pennies.

Shaman, Nomad

The Shaman is the spiritual leader, the spirit-chaser, and the healer of the tribe or clan. Nomad Shamans and their Assistants bear a heavy responsibility, because their wandering tribes and clans encounter new conditions in which old solutions may not work, and they are always at the mercy of storm, drought, or stranger. Shamans and their assistants are supported by the tribes. **ACCEPTANCE:** (1) To become a nomad Shaman, an adventurer must first have been an Assistant for at least three years. With the supervision of the gamemaster, he must also have summoned his fetch according to the procedure related in the Spirit Magic chapter of the Magic book. At minimum, an adventurer must have a positive magic skills category modifier to be a Shaman; otherwise he or she cannot be a Shaman—if your adventurer does not, treat the roll instead as the nomad Hunter occupation. If your adventurer does have a positive magic skills modifier, he may become a nomad Assistant Shaman. (2) Characters whose parents are Shamans should use the skills, magic, and equipment tables given for Assistant Shaman (nomad), but only if they also have a positive magic skills modifier. **SKILLS:** Ride ×2, Throw ×2, Sing ×2, First Aid ×3, Animal Lore ×3, Human Lore ×2, Plant Lore ×1, World Lore ×2, Listen ×1, Scan ×1, Track ×1, Ceremony ×3, Summon ×3, Enchant ×3, Fist Attack ×1, Dagger Attack ×1, 1H Weapon Attack ×1 and Shield Parry ×1. **MAGIC (Spirit):** 3 points of magic and a 1-point increase in POW per year after becoming a shaman. **EQUIPMENT:** Leather clothing (1-point protection), gourds or water skins, knife, cultural weapons, firemaker, fetishes, goods and trinkets worth 480 pennies.

Warrior, Nomad

Usually part of the retinue of the khan or chief, these guards and warleaders serve as the core of his fighting force. All nomads can fight; these make battle their profession. A nomad Warrior must be ready to die for his or her khan at any time. **SKILLS:** Ride ×5, Throw ×2, First Aid ×2, Animal Lore ×2 or Plant Lore ×2 or World Lore ×2, Conceal ×2, Listen ×2, Scan ×3, Search ×1, Ceremony ×1 or Enchant ×1 or Summon ×1, Fist Attack ×1, Dagger Attack ×1, Missile Weapon ×4, 1H Weapon Attack ×4, Shield Parry ×3. **MAGIC (Spirit):** 1D3-1 points after 15 years of age, plus 1 point per each additional 10 years or fraction thereof. **EQUIPMENT:** leather clothing (1-point protection), leather armor (2-point protection), missile weapon, 1H weapon, target shield, 1D3 distinctive scars, water skins, knife, riding animal, 50m rope, firemaker, war booty worth 480 pennies.

your adventurer can use a weapon, then the sooner in each round of combat he or she can attack.

Arranging Attacks by Strike Rank

Missile Weapons and Thrown Weapons: The DEX strike rank of your adventurer is the same number as the first strike rank of the melee round in which your adventurer can employ such weapons.

Melee (hand-to-hand) Weapons: Add together your adventurer's DEX strike rank, his or her SIZ strike rank modifier, and the melee strike rank modifier for the weapon to be used. The resulting number is the first strike rank of the melee round in which your adventurer can strike with the melee weapon.

Spell Casting: To learn the first strike rank of a melee round upon which a given spell can be cast, add together your adventurer's DEX strike rank plus the raw number of magic points used to cast the spell.

DEX Strike Rank

To determine the DEX strike rank, use the table below, then fill in the blank on the adventurer sheet reading 'DEX strike rank.'

Adventurer DEX	Dexterity strike rank
01-09	4
10-15	3
16-19	2
20+	1

The result is the initial number of melee round strike ranks for which a particular adventurer must wait before performing any activity.

Cormac's Saga

Cormac's low Dexterity of 8 gives him a 4 — the worst possible DEX strike rank. While in combat, Cormac can still parry a faster opponent before his DEX strike rank, provided that he had his shield ready. He can then attack on his strike rank.

SIZ Strike Rank Modifier

To determine the SIZ strike rank modifier, use the table below, then fill in the blank on the adventurer sheet reading 'SIZ SRM.'

Adventurer SIZ	SIZ SRM
01-09	3
10-15	2
16-19	1
20+	0

The more reach your adventurer has, the faster and easier he or she can swing at and hit a target. The SIZ strike rank modifier affects only the use of melee weapons.

Melee Strike Rank Modifier

The sum of an adventurer's SIZ modifier plus his or her Dexterity strike rank yields the adventurer's melee strike rank modifier — a number ordinarily fixed. Write it in the space provided; it will be used in conjunction with all melee weapons.

Cormac's Saga

Cormac has a SIZ of 12; reading across we find that his SIZ strike rank modifier is 2. Adding this to his DEX strike rank of 4 results in a 6: Cormac must wait till at least the sixth strike rank of a melee round to use his melee (hand-to-hand) weapons.

Weapons Strike Rank Modifier

After you arm your adventurer (the Cultural Weapons section, page 27, provides a selection of weapons), turn to the melee weapons table in the combat chapter. There you'll see that one of the columns gives the weapons strike rank modifiers.

Cormac's Saga *Cormac has a melee strike rank modifier of 6; one of the items he will be armed with is a one-handed axe. That weapon has a weapons strike rank modifier of 2. Cormac will be able to swing his axe during strike rank 8 of every melee round.*

Spell Strike Rank Modifier

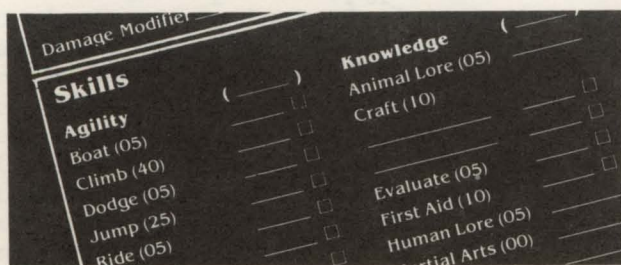
This modifier simply adds that number of strike ranks equal to the number of magic points powering the spell being cast. To know the melee round strike rank during which the spell actually is cast, add together the caster's DEX strike rank plus his or her spell strike rank modifier.

Cormac's Saga *Our hero has a DEX strike rank of 4. If he casts a 1-point spell, the casting and effect of the spell cannot take place before melee round strike rank five. If he cast a 2-point spell, it could not be cast and take effect before melee round strike rank six.*

Skills and Modifiers

Normal activity in *RuneQuest* — walking, riding a horse, jumping across a rivulet, etc. — usually is accomplished automatically. Sometimes, though, difficulties in a situation will prompt the gamemaster to challenge your adventurer to successfully perform a specific skill. A skill is a class of activity at which a character has a percentage chance of success; you usually will roll D100 to discover whether or not your adventurer succeeds.

As shown on the adventurer sheet, several factors cluster near a skill.



Agility is one of seven skills categories in *RuneQuest*. It and its modifier are explained in detail below.

☐ : this is an experience-check box. The gamemaster will tell you when to put a check-mark in such a box. Later, as explained in the game system chapter, you'll see how this helps your character grow. Some skills do not have experience-check boxes.

Boat, Climb, Dodge, etc.: these are names of skills. Skills define the primary actions undertakable during *RuneQuest* adventures. Your campaign may recog-

nize additional skills. Always check with your gamemaster before filling in the blanks for Own or Other Languages skills.

(05), (0): Such parenthetical numbers are the skills base chances for humans. A base chance is simply the chance that any capable person would have to perform a skill for the first time; all skills have base chances. Add the base chance to the appropriate skills category modifier (explained immediately below) and to any percentiles of the skill learned through previous experience. The result is your adventurer's present proficiency percentage in that skill. Some skills, especially knowledge skills, have a base chance of 0%. Base chances for non-humans are found in the *Creatures* book.

Write your adventurer's current skill percentages in the adjacent spaces. Over several play sessions, the skills percentages will tend to increase.

Skills Categories

Skills groups or categories are made up of skills which are influenced by the same characteristic or set of characteristics. There are seven categories of skills in *RuneQuest*. The skills in each category follow a brief definition of the category.

Agility: These are physical skills which require general bodily effort: Boat, Climb, Dodge, Jump, all Parries, Ride, Swim, Throw.

Communication: Such skills transfer information from the skill-user to another person: Fast Talk, Orate, Sing, Speak Own Language, Speak Other Languages.

Knowledge: These mental skills require both formal knowledge and individual judgment: Craft, Evaluate Item, Animal Lore, World Lore, Human Lore, Mineral Lore, Plant Lore, Martial Arts, Read/Write Languages, Shiphandling.

Magic: With these skills users manipulate magical energies to change the world. Ritual Magic: Ceremony, Enchant, and Summon. Sorcery: Duration, Intensity, Multispell, and Range.

Manipulation: These skills require good hand-eye coordination: Conceal, Sleight, Devise, Play Instrument, all Weapon Attacks.

Perception: With these skills characters receive and understand information from outside themselves: Listen, Search, Scan, Track.

Stealth: Successful use of these skills can protect the user from detection by others: Hide, Sneak.

Skills Category Modifiers

In addition to the base chances common to every human, a new adventurer's skills may be increased or decreased by skills modifiers, which simulate his or her natural ability with kinds of skills. It is possible for skills modifiers to add or subtract percentiles from skills—or to leave them unchanged.

Skills modifiers may change if the characteristics from which they were derived also change.

Skills category modifiers also affect experience rolls, simulating the benefits of natural ability when

trying to improve a skill. This is explained further in the game system chapter.

Once established, add the category modifier to the base chances for those skills within that category which have base chances of more than zero. The resulting percentage is the character's chance to succeed in that skill unless training, experience, or other factors affect the skill.

If a skill with a zero base chance is later raised to 01% or better, then add the value of the category modifier to that skill.

Figuring Skills Category Modifiers

Characteristics influence a skills modifier in three ways.

For a Primary Influence, add one percentile to the modifier for each point of the characteristic over 10, and subtract one percentile for each characteristic point below 10.

For a Secondary Influence, add one percentile per two characteristic points above 10, and subtract one for every two points below 10. The maximum percentile that may be added for a secondary influence is +10%. Characteristic points above 30 are ignored.

A Negative Influence is the converse of the Primary Influence; subtract one percentile for each characteristic point above 10 and add one percentile for each point below 10.

Perform these procedures independently by skills category. When you have finished with the influences for a particular category, add together the two or three positive and negative percentiles to form a single number. That number may be positive, negative, or a zero. Whatever the result, it is the modifier for that particular skills category. Write it down in the appropriate space on the adventurer sheet. That number will modify the percentile value for every skill in that skills category which has or which rises to more than 0% base chance: when you have once used a skills category modifier to revalue a skill, you will not use it again for that skill.

A skill never has a minus value; if a modifier pulls a skill below zero, write in zero.

Below are listed the skills categories, the characteristics which influence them, and the numerical values of the influences.

Agility Skills Category Modifier

DEX = Primary
STR = Secondary
SIZ = Negative

The Reasons Why

DEX—Riding, jumping, etc., requires coordination more than Strength.

STR—A certain amount of Strength is useful for such activity.

SIZ—Bulk impedes rapid, coordinated movement.

Cormac's Saga Cormac's low DEX of 8 hurt him in this category, giving him a -2. Likewise, his SIZ 12 yields a -2. But his tremendous STR of 17 offsets both with a +4, totalling a zero

agility modifier. This means that none of his agility skill base chances will change from what is printed on the adventurer sheet.

Communication Skills Modifier

INT = Primary
POW, APP = Secondary

The Reasons Why

INT—Intelligence helps convey meaningful speech, gestures, and other personal ways of transmitting information.

POW—Gives authority and vigor of communication, and a knack for finding the right word.

APP—Handsome looks, regal bearing, and distinctive features make it easier to get and hold attention.

Cormac's Saga Cormac's INT of 14 gives him +4, his POW of 12 gives him +1, and his APP of 13 gives him +2 for a total communication skills modifier of +7 percentiles.



Young Cormac, showing the Pict lightly outfitted with some of the standard gear used by primitive hunters.

Knowledge Skills Modifier

INT = Primary

The Reasons Why

INT—The ability to reason abstractly and to memorize is essential to learning.

Cormac's Saga Cormac's good INT of 14 yields a +4 percentiles modifier. As a result of his quick-grasp of things, Cormac's Evaluate, Craft, First Aid, and Lore skills will begin 4% higher than an adventurer who has only an average INT.

Magical Skills Modifier

INT, POW = Primary

DEX = Secondary

The Reasons Why

INT—Reasoning, concentration, and mental ability are vital in working wonders.

POW—Sensitivity to and contact with the Life Force is fundamental to working magic.

DEX—Bodily coordination is a great asset in the actual passes and signs which help manipulate magical forces.

Cormac's Saga POW and INT (12 and 14, respectively) are slightly above average, giving him +2 and +4 percentiles. His low DEX (8) does not harm him too much, a -1, for a totaled magic skills modifier of +5. Perhaps he should concentrate on learning magic.

Manipulation Skills Modifier

INT, DEX = Primary

STR = Secondary

The Reasons Why

INT—You must know what you are doing.

DEX—You must have the nimbleness to do it.

STR—You must have the Strength to firmly hold manipulated items.

Cormac's Saga His INT of 14 provides +4 percentiles, but his DEX of 8 gives -2 percentiles. His excellent STR (17) adds +4, more than making up for his lack of DEX, giving him a manipulation modifier of +6.

Perception Skills Modifier

INT = Primary

POW, CON = Secondary

The Reasons Why

INT—If you aren't smart enough to look or to listen in the right places, you'll miss what you seek.

POW—This characteristic can generate those hunches which uncover useful clues.

CON—Good health aids concentration and sharpens the senses.

Cormac's Saga Cormac's perception skills modifier is good, with +4 percentiles from his 14 INT; the +1 percentile from his 12 POW, and the -1 percentile from his 9 CON cancel each other. His perception modifier is +4 percentiles.

Stealth Skills Modifier

DEX = Primary

SIZ, POW = Negative

The Reasons Why

DEX—Stumblers and fumlbers are noisy.

SIZ—The more you have to hide, the harder it is to hide it.

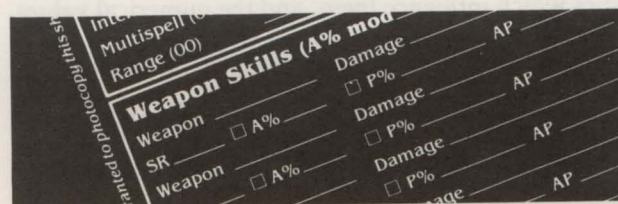
POW—Powerful Life Force makes it harder to conceal your aura.

Cormac's Saga Cormac's DEX 8 hampers him again, now with -2 percentiles for stealth. His average SIZ of 12 further penalizes him with -2 percentiles and his 12 POW as well, for another -2. His final stealth skills modifier is a -6 percentiles.

The results of Cormac's skills modifiers indicate that Cormac is a poor hunter. He scares off game by tripping over roots and crunching twigs, and he flashes his fanny while crawling in the grass. His communication skills gain the greatest bonus—perhaps Cormac will become a leader some day. In his clan there is little opportunity to follow an occupation different than your father's, and lately all of Cormac's friends have been busy when he wanted them to hunt with him! Maybe he should investigate more civilized climes, where stealth isn't so necessary for survival and there is more opportunity for a dissatisfied young man to find his destiny.

Weapons Section

Fighting is an important part of roleplaying games. Fantasy roleplaying games are generally set in primitive eras, when one confronted a foe with cold iron. A good part of the adventurer sheet records the many deadly tools available for use by the adventurer.



Attack Modifier: Enter the same number as your adventurer's manipulation skills modifier. This value in percentiles is added to the adventurer's attack chance with a weapon when you first note that weapon's statistics on the adventurer sheet.

Parry Modifier: This entry is the same value as your adventurer's agility skills modifier. Add this number of percentiles to the parry base chance for any parrying weapon on the adventurer sheet.

Weapon: Enter the weapon name here. Complete weapons tables are given in the combat chapter. Your

Barbarian Culture Occupations

In *RuneQuest*, barbarians fill an intermediate niche between primitive/nomad and civilized cultures. Barbarians are organized, but their communities do not develop powerful central governments (some classes will have long traditions of personal freedom). Of up to several thousand inhabitants each, barbarian settlements yield reasonable numbers of priests, traders, and other people who can read. Examples of barbarian cultures include feudal Europe, Gauls, Vikings, Iroquois, Cherokees, Tolkien's Rohirrim, Howard's Cimmerians and Vanir, and Moorcock's land of Píkarayd.

Suggested Spells for Barbarians

Barbarians use either spirit or divine magic. (1) Divine magicians should choose the divine spells of Heal Wound (one or more uses), Dismiss Magic or Spirit Block, and Mind Link. If cult primitive spells are available, take a Healing spell first, then an attack spell (Disruption, Befuddle, Demoralize), then a defensive spell. The base chance for successfully casting divine magic is always 100%. (2) Spirit magicians should look at Healing, Disruption or Befuddle, Protection or Countermagic, Bladesharp or Bludgeon. The base chance for successfully casting primitive magic is always the user's POW \times 5 as a percentage.

BARBARIAN OCCUPATION TABLE

D100	Occupation
01-02	Crafter
03	Entertainer
04-55	Farmer
56-70	Fisher
71-80	Herder
81-90	Hunter
91-92	Noble
93-94	Priest (see the barbarian Initiate occupation) or Shaman (see the barbarian Assistant Shaman occupation)
95-00	Warrior

Assistant Shaman, Barbarian

The Assistant helps the Shaman to perform tribal duties, and in return is instructed in the deeper knowledge of shamanism.

Assistants in barbarian cultures frequently envy the flashy equipment and paraphernalia which barbarian Initiates sport. Assistants are frequently parodied as ignorant savages. Those who are not completely dedicated to shamanism soon fall away from this path of power, knowledge, and service. **ACCEPTANCE:** (1) If an adventurer's parents were Shamans, then the adventurer automatically will be accepted as an Assistant at age 15 or later if he or she has a positive magic skills category modifier. If the adventurer does not, treat him or her as a barbarian Hunter. Use the skills, magic, and equipment listings below to augment your adventurer's background. When you have finished, examine the primitive Shaman occupation. If your new Assistant Shaman qualifies as a Shaman, he or she may attempt to awaken his or her fetch before play begins, thereby becoming a Shaman. Consult your gamemaster and the Spirit Magic chapter of the Magic book for the procedure. (2) If an adventurer wishes to become an Assistant and had parents who were not Shamans, then the adventurer must have at least 25% ability in these skills to be considered: Animal Lore, Plant Lore, World Lore, First Aid, and the Ceremony ritual. To see if he is accepted, his player also must succeed with a D100 roll less than or equal to the applicant's POW \times 1. This represents the approval of the Shaman's fetch, and can be attempted only once per game year. **SKILLS:** Sing \times 1, Throw \times 1, Speak Own \times 1, First Aid \times 3, Animal Lore \times 3, Human Lore \times 2, Plant Lore \times 3, World Lore \times 3, Listen \times 1, Ceremony \times 4, Summon \times 4, Enchant \times 2, Fist Attack \times 2, Dagger Attack \times 1, 1H Weapon Attack \times 1, and Shield Parry or Dodge \times 1. **MAGIC (Spirit):** 1D3 points of spells once accepted and 1 additional point of spell per year thereafter. He also receives a 1-point increase in POW per 3 years thereafter. **EQUIPMENT:** linen and wool clothing, gourds or water skins, knife, cultural weapons, firemaker and tinder, fetishes, 30 pennies-worth of goods and trinkets.

Crafter, Barbarian

Crafters make items for sale or barter. They generally specialize in a single area of technique, such as metalworking or carpentry.

BARBARIAN CRAFT TABLE (OPTIONAL)

D100	Occupation
01-19	Weaver
20-44	Tailor
45-50	Potter
51-54	Blacksmith
55-56	Armorer
57-71	Leatherworker
72-74	Cooper
75-77	Joiner
78-79	Carpenter
80-85	Mason
86-91	Butcher
92-97	Baker
98-00	Herbalist

SKILLS: Throw ×2, Fast Talk ×3, Speak Other Language ×2, Craft ×5, Evaluate ×3, First Aid ×1, Human Lore ×3, Animal Lore ×1 or Plant Lore ×1 or World Lore ×1, Conceal ×2, Devise ×4, Ceremony ×1 or Summon ×1 or Enchant ×1, Fist Attack ×2, Dagger Attack ×2, 1H Weapon Attack ×1, 1H Weapon or Shield Parry ×1. **MAGIC:** To determine whether your adventurer knows spirit or divine magic, roll D100. Once you have determined the type of magic, do not change it before play begins.

01-50 **Spirit Magic:** your adventurer gets 1D3-1 points of spells after he or she reaches 15 years of age, and another point of magic spell for each succeeding 10 years or fraction thereof.

51-00 **Divine Magic:** your adventurer's parents worship the ruling deity of the tribe or land (see the Divine Magic Chapter of the Magic book). Your adventurer can automatically become a barbarian Initiate of that god (see page 23) whether or not he has a positive magic skills modifier. He then will receive both Initiate experience and normal occupational experience.

EQUIPMENT: set of hand tools for the craft, crafted goods worth 120 pennies, linen and wool clothing, knife, hatchet, hammer, pack, cultural weapons, 50m rope.

Entertainer, Barbarian

Entertainers amuse and divert their betters, and otherwise cause the hours to pass pleasantly. Professional barbarian entertainers include skalds, scops, bards, tumblers, and minstrels. They are notorious for their learning, either pretended or actual. Major Nobles will maintain a small troupe of entertainers. **SKILLS:** Throw ×2, Fast Talk ×3, Orate ×3, Sing ×3, Speak (Own) ×1, Speak (Other) ×1, First Aid ×2, Human Lore ×3, Conceal ×2, Sleight ×3, Devise ×1, Play any instrument ×3, Ceremony ×1, Enchant or Summon ×1, Fist Attack ×1, Dagger Attack ×1, 1H Weapon Attack ×1, 1H Weapon Parry or Dodge ×1. **MAGIC:** To determine whether your adventurer knows spirit or divine magic, roll D100. Once you have determined the type of magic, do not change it before play begins.

01-50 **Spirit Magic:** your adventurer gets 1D3-1 points of spells after he or she reaches 15 years of age, and another point of magic spell for each succeeding 10 years or fraction thereof.

51-00 **Divine Magic:** your adventurer's parents worship either the trickster god or the moon goddess (see the Divine Magic chapter of the Magic book). Your adventurer can automatically become a barbarian Initiate of that god or goddess whether or not he has a positive magical skills modifier. He will then receive both Initiate experience and normal occupational experience.

EQUIPMENT: 1 inexpensive-looking musical instrument, 5 pennies in coin, 25 pennies in trinkets, linen and wool clothing, knife, small axe, sack, tinder or firemaker, 50m rope, sleeping blanket, 1 costume if appropriate.

Farmer, Barbarian

Farmers till or otherwise work specific local plots of land to raise crops and animals. They plow using a simple rope around the neck of the draft animal. Barbarian Farmers normally own their land and clear more land when they can; furrows will be shallow. They raise a mixture of animals, grains, and roots, and must be mostly self-supporting. **SKILLS:** Throw ×2, Craft wood (carpenter) ×2, First Aid ×3, Animal Lore ×3, Plant Lore ×5, World Lore ×3, Devise ×2, Scan ×3, Search ×2, Ceremony ×1 or Enchant ×1 or Summon ×1, Fist Attack ×2, Dagger Attack ×1, 1H Weapon Attack ×2 and Shield Parry or Dodge ×2—or 2H Weapon Attack ×2 and Parry or Dodge ×2. **MAGIC:** To determine whether your adventurer knows spirit or divine magic, roll D100. Once you have determined the type of magic, do not change it before play begins.

01-50 **Spirit Magic:** your adventurer gets 1D3-1 points of spells after he or she reaches 15 years of age, and another point of magic spell for each succeeding 10 years or fraction thereof.

51-00 **Divine Magic:** your adventurer's parents worship the agriculture goddess (see the Divine Magic chapter of the Magic book). Your adventurer can automatically become a barbarian Initiate of that goddess, whether or not he has a positive magic skills modifier. He will then receive both Initiate experience and normal occupational experience.

EQUIPMENT: foodstuffs worth 120 pennies, linen and wool clothing, leather armor (2-point protection), cultural weapons, knife, hatchet, sickle, hammer, pack, 50m rope, firemaker and tinder.

Fisher, Barbarian

Barbarian Fishers live by gathering food from the waters. They might net crabs, use elaborate tidal pens to trap coastal fishes, or search out off-shore fisheries in small fleets of sailing craft. **SKILLS:** Boat ×5, Climb ×2, Swim ×4, Throw ×2, Sing ×1, First Aid ×1, Animal Lore ×3, Plant Lore ×1, World Lore ×3, Devise ×1, Scan ×3, Ceremony ×1 or Enchant ×1 or Summon ×1, Fist Attack ×1, Dagger Attack ×1, 1H Spear Attack ×2 and Parry or Dodge ×2. **MAGIC:** To determine whether your adventurer knows spirit or divine magic, roll D100. Once you have determined the type of magic, do not change it before play begins.

01-50 **Spirit Magic:** your adventurer gets 1D3-1 points of spells after he or she reaches 15 years of age, and another point of magic spell for each succeeding 10 years or fraction thereof.

51-00 **Divine Magic:** your adventurer's parents worship sea gods (see the Divine Magic chapter of the Magic book). Your adventurer can automatically become an Initiate of those gods without needing a positive magic skills modifier. He or she will then receive both Initiate experience and normal occupational experience.

EQUIPMENT: cultural weapons, knife, 200m rope or line, bobbin, small boat, jig lines or nets, needle and thread, hooks, baskets, gaff, tattoo, firemaker, salt fish worth 120 pennies.

Herder, Barbarian

These people live by tending animals on foot or while mounted. Though herds may annually move between lowlands and uplands, the routes and pastures are well-marked. Herded stock includes cattle, horses, sheep and goats, plus more exotic creatures from fantasy. **SKILLS:** Climb ×2, Jump ×1, Throw ×2, First Aid ×3 or Plant Lore ×3, Animal Lore ×5, World Lore ×3, Listen ×2, Scan ×4, Search ×1, Ceremony ×1 or Enchant ×1 or Summon ×1, Fist Attack ×1, Dagger Attack ×1, Missile Weapon ×3, 1H Weapon Attack ×2, Shield Parry or Dodge ×2. **MAGIC:** To determine whether your adventurer knows spirit or divine magic, roll D100. Once you have determined the type of magic, do not change it before play begins.

01-50 **Spirit Magic:** your adventurer gets 1D3-1 points of spells after he or she reaches 15 years of age, plus one point of magic spell for each succeeding 10 years or fraction thereof.

51-00 **Divine Magic:** your parents worship the storm god (see the Divine Magic chapter of the Magic book). Your adventurer can automatically become an Initiate of that god, whether or not he or she has a positive magic skills modifier. He or she will then receive both Initiate experience and normal occupational experience.

EQUIPMENT: linen and wool clothing, cultural weapons, knife, hatchet, pack, 50m rope, water skins, herd animals worth 120 pennies, firemaker, staff, appropriate missile weapon.

Hunter, Barbarian

Hunters kill wild animals for meat, sinew, horn, and hide. Barbarian Hunters are experienced stalkers of mountain, wood, marsh, culling wild bison herds, systematically killing local predators, operating lines of traps for furs, and so on. **SKILLS:** Climb $\times 1$ or Ride $\times 1$, Jump $\times 1$, Throw $\times 2$, First Aid $\times 1$ or Plant Lore $\times 1$, Animal Lore $\times 2$, World Lore $\times 1$, Conceal $\times 1$, Devise $\times 2$, Scan $\times 2$, Search $\times 2$, Track $\times 3$, Hide $\times 2$, Sneak $\times 3$, Ceremony $\times 1$ or Enchant $\times 1$ or Summon $\times 1$, Fist Attack $\times 1$, Dagger Attack $\times 1$, Missile Weapon $\times 4$, 1H Spear Attack $\times 2$ and Spear Parry or Dodge $\times 1$. **MAGIC:** To determine whether your adventurer knows spirit or divine magic, roll D100. Once you have determined the type of magic, do not change it before play begins.

01-50 **Spirit Magic:** your adventurer gets 1D3-1 points of spells after he or she reaches 15 years of age, plus one point of magic spell for each succeeding 10 years or fraction thereof.

51-00 **Divine Magic:** your adventurer's parents worship the hunter god (see the Divine Magic chapter in the Magic book). Your adventurer can automatically become an Initiate of that god whether or not he or she has a positive magic skills modifier. He or she will then receive both Initiate experience and normal occupational experience.

EQUIPMENT: linen and wool clothing, cultural weapons, knife, hatchet, pack, 20m rope, furs worth 120 pennies, snares, appropriate missile weapon, firemaker, tinder, blanket.

Initiate, Barbarian

Initiates devote small fractions of their lives to the services of their gods, sacrifice a point of Power, and regularly sacrifice magic points in exchange for limited magics, secrets of the deity, special forms of protection, new skills, and the momentary attention of the god. Barbarian Initiates often fancy themselves "civilized," and may show contempt for the old ways of their tribe or town—though people actually from cities usually find barbarian Initiates unbearably rustic. **ACCEPTANCE:** (1) Any character for whom divine magic is available may become an Initiate of their parents' religion upon reaching age 15 without making any die rolls. The only requirement is that he or she must sacrifice one point of POW permanently to establish a link with the god. Use the skills, magic, and equipment listed under the parents' mundane occupation (Fisher, Hunter, etc.) to complete your adventurer's background. (2) If an adventurer wishes to become an Initiate in later life (or wishes to join a different religion from his or her parents), he or she must pass the following test. This test may be attempted once per year.

1. Pay 20 pennies to the temple.
2. Understand the requirements and obligations for an Initiate.
3. The player of the adventurer must roll D100 less than his character's ability in the four skills listed for each cult and the Ceremony ritual; three of the five rolls must succeed.
4. Forget any magic not allowed by the religion.
5. Sacrifice 1 point of POW to form a link with the deity.

SKILLS: Orate $\times 1$, Read/Write Own Language $\times 1$, Ceremony $\times 1$ or Enchant $\times 1$ or Summon $\times 1$. **MAGIC (Divine, from parents' deity):** 1 point increase in POW per three years; this may be sacrificed for one-use divine magic. POW may be increased only to limits given in the Game System chapter. Also receive 1 point of cult/religion spirit magic per five years thereof. **EQUIPMENT:** writing equipment, 1D10 pennies in coin.

Noble, Barbarian

Nobles live by the work of others; Nobles have social value when they coordinate, represent, and protect those who do the work. The nobility of knights, chieftains, petty kings, counts, barons, dukes, jarls, and so on is well-known. Barbarian rulers and leaders often come to their positions through merit, but barbarian Noble offices will tend to be hereditary. For purposes of adventurer creation, 'Noble' also may be understood to include elected or appointed officials and functionaries. **SKILLS:** Ride $\times 4$, Throw $\times 1$, Fast Talk $\times 2$, Orate $\times 3$, Speak Own Language $\times 1$, Speak Other Language $\times 1$, Evaluate $\times 2$, First Aid $\times 1$, Human Lore $\times 2$, Animal Lore $\times 2$ or Plant Lore $\times 2$ or World Lore $\times 2$, Search $\times 1$, Ceremony $\times 1$ or Enchant $\times 1$ or Summon $\times 1$, Fist Attack $\times 1$, Dagger Attack $\times 1$, Missile Weapon $\times 2$, 1H Weapon Attack $\times 4$ and Shield Parry $\times 4$, or 2H Weapon Attack $\times 4$ and Parry $\times 4$. **MAGIC:** To determine whether your adventurer knows spirit or divine magic, roll D100. Once you have determined the type of magic, do not change it before play begins.

01-50 **Spirit Magic:** your adventurer gets 1D3-1 points of spells after he or she reaches 15 years of age, plus one point of magic spell for each succeeding 10 years or fraction thereof.

50-00 **Divine Magic:** your adventurer's parents worship the ruling god (see the Divine Magic chapter in the Magic book). Your adventurer can automatically become an Initiate of that god whether or not he or she has a positive magic skills modifier. He or she will then receive both Initiate experience and normal occupational experience.

EQUIPMENT: Cuirboilli armor (protection for 3 points); helm (4-point protection); noble clothing; linen and wool clothing, missile weapon, appropriate weapon, Viking round shield, knife, small axe, pack, 50m rope, water skin, riding animal, amulet of the ruling god, 1920 pennies in goods, jewelry, and trinkets.

Priest, Barbarian

Priests work for the spiritual salvation of themselves and others through worship of a particular deity or cluster of deities, manipulating tiny portions of the god's powers in order to effect changes in the mundane world favorable to the god and to the god's followers. Priests normally require a congregation for financial and social support, and so usually are found in villages and towns. A barbarian Priest rarely has wide influence, but usually is actively involved in increasing the range and strength of his or her god's worship. **ACCEPTANCE:** An adventurer can become a Priest only with the gamemaster's permission. Adventurers whose parents were priests use the skills and equipment lists given below. There is also a magic section specifically for Priest offspring, as well as one to be used by Priests for interim experience (see the options at the end of this chapter). To become a Priest, the applicant must be an Initiate in good standing, have at least 10 points of divine spells, at least a 50% ability in each of the four cult skills, and have at least a total of 50 percentiles among all of the rituals. An adventurer who is or was an Adept or a Shaman can never become a Priest—such people are too contaminated by heretical ways. If the applicant qualifies he or she must also pass a test.

1. The gamemaster must determine if a vacancy exists at the temple.
2. The applicant must recount a list of deeds done for or present a receipt of goods donated to the temple.
3. The applicant must pass the Test of Holiness (a D100 roll by his or her player less than or equal to the character's POW $\times 3$).

MAGIC FOR PRIESTS' OFFSPRING: [divine magic, parent's god] 1-point increase in POW every three years which may be sacrificed for one-use divine magic, but POW may increase only to the limits given in the game system chapter; [cult spirit magic] offspring of

Priests also gain 1 point of cult spirit magic for every 5 years or fraction thereof. **MAGIC FOR PRIESTS:** [divine magic, any god] 1-point increase in POW per year which may be sacrificed for reusable divine magic if the adventurer is a priest, but POW may increase only to limits given in the Adventurer Characteristics section of this chapter; [spirit magic] Priests gain 1 point of cult spirit magic per year. **SKILLS:** Ride $\times 1$, Throw $\times 1$, Fast Talk $\times 2$, Orate $\times 5$, Speak Own Language $\times 2$, First Aid $\times 1$, Human Lore $\times 3$, Read/Write Own Language $\times 4$, Ceremony $\times 4$, Enchant $\times 2$, Summon $\times 2$, Fist Attack $\times 1$, Dagger Attack $\times 1$, 1H Weapon Attack $\times 2$ and Shield Parry $\times 2$ —or 2H Weapon Attack $\times 2$ and Parry $\times 2$. **EQUIPMENT:** symbols and artifacts of the god, noble clothing, writing equipment, linen and wool clothing, knife, hatchet, pack, rope, gourds, riding animal, cultural weapons, 80 pennies in coin, miscellaneous goods worth 400 pennies.

Shaman, Barbarian

The Shaman is the spiritual leader of the tribe or clan. They are the witch doctors and medicine men. An adventurer must at least have a positive magic bonus to be a Shaman, otherwise consult the barbarian Hunter occupation. Shamans and their Assistants are tribally-supported. They are not usually found in towns. **ACCEPTANCE:** this is the goal of the Assistant, toward which he devoted much of his time and training. To become a Shaman, the character must first have been an Assistant for at least three years. He must also summon his fetch (according to the procedure given in the Spirit Magic chapter of the Magic book) with the supervision of the gamemaster. Characters whose parents are Shamans should use the skills, magic, and equipment tables given for the barbarian Assistant Shaman. **SKILLS:** Throw $\times 2$, Orate $\times 1$, Sing $\times 2$, First Aid $\times 2$, Animal Lore $\times 3$, Human Lore $\times 3$, Plant Lore $\times 3$, World Lore $\times 3$, Play Instrument $\times 1$, Ceremony $\times 3$, Summon $\times 3$, Enchant $\times 3$, Fist Attack $\times 1$, Dagger Attack $\times 1$, 1H Weapon Attack $\times 1$ and Shield Parry $\times 1$ or Dodge $\times 1$. **MAGIC:** (Spirit) 3 points of magic and a 1-point increase in POW per year. **EQUIPMENT:** medicinal salves and herbs, linen and wool clothing, water skins, armor and helm (2-point protection), knife, cultural weapons, rope, firemaker, fetishes, trinkets and goods worth 480 pennies.

Warrior, Barbarian

These fighters form the guards for and personal retinue of the Nobles. They are the sum of a barbarian people's flexible fighting strength, for these men and women do not have to till fields or tend animals. Examples of barbarian warriors include feudal knights, Celtic thanes, and Viking berserks. **SKILLS:** Throw $\times 2$, First Aid $\times 2$, Animal Lore $\times 2$ or Plant Lore $\times 2$ or World Lore $\times 2$, Conceal $\times 2$, Listen $\times 3$, Scan $\times 3$, Search $\times 1$, Track $\times 2$ or Ride $\times 2$, Hide $\times 1$, Sneak $\times 1$, Ceremony $\times 1$ or Enchant $\times 1$ or Summon $\times 1$, Fist Attack $\times 2$, Dagger Attack $\times 1$, and Missile Weapon $\times 2$, 2H Weapon Attack $\times 4$ and Parry $\times 4$ —or 1H Weapon Attack $\times 4$ and Shield Parry $\times 4$. **MAGIC:** To determine whether your adventurer knows spirit or divine magic, roll D100. Once you have determined the type of magic, do not change it before play begins.

01-50 **Spirit Magic:** your adventurer gets 1D3-1 points of spells after he or she reaches 15 years of age, plus one point of magic spell for each succeeding 10 years or fraction thereof.

51-00 **Divine Magic:** your adventurer's parents worship the war god (see the Divine Magic chapter in the Magic book). Your adventurer can automatically become an Initiate of that god whether or not he or she has a positive magic skills modifier. He or she will then receive both Initiate experience and normal occupational experience.

EQUIPMENT: culturally-appropriate hand weapon, missile weapon, and shield, helm (4 points of protection), bezaunted armor (4 points of protection), 1D3 distinctive scars, water skin, good clothing, riding animal, war booty worth 200 pennies.

adventurer can already use some weapons, as you'll see in the Previous Experience section.

Damage: Every weapon does damage in hit points, of an amount determined by a die roll specified weapon-by-weapon in the combat chapter. Record here the damage die roll, followed by your adventurer's damage modifier.

Strike Rank: Each weapon has a weapons strike rank modifier related to its length, the number for which is also found in the weapons tables. Adventurers also have a melee strike rank modifier. Add them together and enter the total in this blank.

☐ **A%:** Adventurers use different weapons at different base chances of success, just as adventurer base chances for other skills vary. Because there are so many weapons, however, the gamut of weapons skills has not been printed on the adventurer sheet. Enter particular weapons skills by referring to the Cultural Weapons tables on pages 28 and 29.

Add together the base chance for the weapon and the adventurer's attack modifier; enter the total in this blank.

As with the other skills, each weapons entry space provides for experience checks. With weapons skills, your adventurer can receive separate experience checks for successful attacks and/or for successful parries.

☐ **P%:** An adventurer's initial chance to parry equals his initial attack ability. Add the parry modifier plus

the parry ability, and enter the sum in this space. Note, once again, the experience-check boxes.

AP: Every weapon is rated according to the number of armor points with which it withstands damage. Individual weapon armor point ratings appear in the weapons tables of the combat chapter. Enter the number appropriate to the weapon in the space; note the additional room to mark changes during play.

Do not confuse the number of hit points of damage which a weapon can deal with the points of damage it can withstand—they are different numbers.

Magical Data

Fantasy roleplaying characters commonly use magic. *RuneQuest* provides four varieties of magic for use in play. Your campaign will determine what kind and how much magic is available. The magic section of your character sheet provides a place to record the data.

Speak Language Own (30)	(00)	(00)	Shiptan World Lore (05)	(00)
Spells Known				
Magic	()	()	()	()
Ceremony (05)	()	()	()	()
Enchant (00)	()	()	()	()
(00)	()	()	()	()

Your magic skills category modifier already should be entered on the top line between the parentheses.

Spell Name tops the spaces where the actual titles of learned spells are entered. Some suggested spells will be found in the previous experience section.

The next column lists the percentage chances of success which your character has for casting particular spells.

Equipment

Use this area to itemize possessions which your adventurer takes with him. Since successful adventurers eventually accumulate a lot more gear than they'll want for any one quest or adventure, keep track of excess magic items, equipment, gold bars, etc., on the back of the adventurer sheet.

The equipment manifest first lists pennies, the basic coinage for *RuneQuest*. Personal armor appears next, to show the total encumbrance of that useful commodity. Normally note weapons next, then items carried on the person. Finally, add what the adventurer's horse and any pack animals carry.

Significant personal equipment encumbrance goes in the last column. Add up the total at the bottom of the column. Always compare this total with your adventurer's fatigue rating to see if carrying that amount of equipment will tire the owner. Procedures for calculating fatigue and encumbrance will be found in the game system chapter.

Previous Experience For Your Adventurer

There are two previous experience systems that you can use to complete your *RuneQuest* adventurer. Use the first, the Quick Experience System, only with gamemaster approval, for it depends greatly on personal judgement and can be greatly abused. The second, Experience By Occupation, is the recommended system for both players and gamemasters.

Family background should have some influence on the development of all adventurers. You must create the adventurer's family and family history: are both parents alive? What were the grandparents, brothers,

and sisters like? Were family relations good or bad? Were family members cruel, protective, kindly or absent?

Quick Experience System

This previous experience system will provide no cultural background for an adventurer — it merely provides an extremely fast method of giving a character some previous experience. The gamemaster will find this method useful for quickly generating NPC previous experience. He or she may also allow experienced players to use this method to generate or augment adventurers in the midst of a game. Players may use this previous experience generation system only with gamemaster approval.

Magic: The type of magic depends on the culture of the adventurer.

Primitive and Nomadic culture adventurers gain 1D3-1 points of spirit magic at 15 years of age, plus 1 point per additional 10 years or fraction thereof.

Barbarian culture adventurer players must roll D100. A result of 01-50 means that your adventurer gains spirit magic as if a primitive/nomad adventurer (given above). A result of 51-00 indicates that the adventurer can automatically become an initiate of his or her parent's religion. If the adventurer does not become an initiate he or she gains no magic. Initiates gain a 1 point increase in characteristic POW per three years or fraction, which can be sacrificed for divine spells. POW may be increased only to the limits given in the Game System chapter. Initiates also gain 1 point of cult spirit magic per five years or fraction.

Civilized culture adventurer players must roll D100. A result of 01-75 means that your adventurer gains divine magic as if a barbarian adventurer (given above). A result of 76-00 indicates that the adventurer gains 1D3-1 sorcery spells at age 15 plus 1 additional spell per five years or fraction.

Skills: The player tallies 30 percentiles for every year that the adventurer is older than age 15. He or she then divides up the sum of the percentiles among the various skills. Skills accompanied by experience-check boxes can be increased only to 75%. Skills lacking experience-check boxes can be increased to 100%. No skill can be increased beyond 100%.

Magic skills can be increased as follows: only those adventurers who know sorcery spells can gain percentiles in Intensity, and sorcery-using adventurers should gain percentiles in their spells as well. Further, these skills can be increased only to 75%. No adventurer can gain percentiles in Duration, Multispell, or Range with this system. Any practitioner of magic can gain percentiles in Ceremony, Enchant, or Summon.

Equipment: 1H weapon + shield or 2H weapon, self bow or javelin or sling, hard leather armor and helm (2 points or protection), one scar, tattoo or birthmark, odd goods worth 100 pennies, Standard Traveler's Pack (50p 14 ENC): 4-liter waterskin, 30m weak rope, peasant clothes, hand axe, hammer, tarpaulin, fish

hooks, fishing line, sack, cheap knife, bandages, cookware, blanket.

Experience By Occupation

You already have been introduced to the four *RuneQuest* cultures. Within each culture exists a varying number of occupations. Your adventurer grew up in a self-supporting family; while your adventurer grew.

The many occupations in this section are alphabetized within the cultural type, and are presented within the gray boxes that accompany the text of this chapter. One of these four cultures matches the one you wrote down on your adventurer sheet. A table at the start of the individual culture provides a random way to find your adventurer's parents' occupation (and hence your adventurer's previous experience within the culture).

Each occupation begins with a definition or a definition-by-example of the occupation, and sometimes a brief note about motivations or perceptions common to the culture/occupation. Then come notes about the most useful magic spells to choose. Following that a series of internal headings give the names, amounts, or actual items for skills, magic, and equipment, respectively, which the adventurer has, using his or her age beyond 15 as the common multiplier. The older the age you rolled for your adventurer, then the better his or her skills and magic will be, since he or she has had more time to experiment and to learn.

All adventurer/character occupations which have strong relations with magic (Shaman, Assistant Shaman, Priest, Initiate, Adept Sorcerer, Apprentice Sorcerer) have additional entries detailing acceptance requirements. These requirements vary by occupation and culture.

Unless using one of the options given at the end of this chapter, only the children of magicians can continue their parents' craft to begin play as magicians. The method is given under the appropriate occupations. Characters whose parents were not magicians must wait until, through the play of the game, an opportunity to become a magician occurs.

Cultural Skills

Every skill listed within an occupation is followed by a multiplier, from $\times 1$ to $\times 5$. The number gives the amount of percentiles which your adventurer gains in a skill by following that particular occupation for a full year (partial years spent in an occupation do not count). In the accompanying Cormac example, for instance, the Animal Lore skill for primitive Hunter is $\times 2$. This means that every adventurer whose parents were primitive Hunters adds 2 percentiles to his Animal Lore skill for each year that he spends as a primitive Hunter, starting after his fifteenth birthday. To determine your character's previous experience in skills, multiply the number of years of age after fifteen times the skill multiplier given after each skill. Unlisted skills begin at base value and modifiers.

Cultural Weapons

The Cultural Weapons Tables list the different types

of weapons available to adventurers from different cultures. The numbers after each type of weapon are percentiles added to an adventurer's skill with that weapon. These base percentiles are used instead of the human-generic base percentiles provided on the general weapons tables in the combat chapter. If a particular weapon is not listed, then use the human-generic base percentiles provided on the Combat chapter weapons tables.

When two or more weapons appear on a line, pick only one. Adventurer base chances with the others will be found in the combat chapter weapons tables. The percentiles for a line could be split among several of the weapons of that line, if you so desired. Often it is more convenient to go to the appropriate occupation, find out your adventurer's particular weapons skills, and then come back to this section.

Cultural Weapons Table

These are the weapons and the cultural base percentiles for Primitive and Nomad adventurers.

Primitive Cultures Weapons

- attack and parry—
 - 1H Spear or 2H Spear (25)
 - 1H Axe or Mace (25)
- attack only—
 - Javelin or Boomerang (20)
 - Sling or Self Bow (25)
- parry only—
 - Buckler or Target Shield (25)

Nomad Cultures Weapons

- attack and parry—
 - 1H Axe, Mace, 1H Spear, or Sword (20)
- attack only—
 - Lance (30)
 - Bow or Javelin (20)
- parry only—
 - Buckler or Target Shield (20)

Barbarian Cultures Weapons

- attack and parry—
 - 1H or 2H Spear (25)
 - 1H Axe, Mace, or Sword (25)
 - 2H Axe or 2H Sword (15)
- attack only—
 - Bow or Javelin (25)
- parry only—
 - Buckler, Target, Kite, or Viking Round Shield (25)

Civilized Cultures Weapons

- attack and parry—
 - Broadsword, Rapier, Scimitar, or Shortsword (25)
 - 1H or 2H Spear (20)
 - 2H Axe or 2H Sword (15)
- attack only—
 - Crossbow or Sling (25)
- parry only—
 - Main Gauche, Buckler, Heater, Kite, or Hoplite Shield (25)

The abbreviation 1H stands for one-handed, and 2H stands for two-handed—both refer to the number of hands which the user must employ in order to attack or to parry with a particular weapon.

Some weapons skills are cited as both attack and parry, while others are only one or the other. Add the parenthesized number of percentiles to the indicated skills only (including attack only and parry only): if your adventurer does not have a particular weapon skill, ignore it.

Designate one weapon as your adventurer's primary weapon, and another (if available) as his or her secondary weapon. (You may want to skip ahead to the Combat chapter to examine the properties of the available weapons.) The primary weapon will be the one which your adventurer usually carries or can reach first—and with which he or she has the best percentage. You might designate one weapon as the primary attacking weapon, such as a mace, and another as the primary parrying weapon, such as a shield.

Cultural Magics

Fantasy-world cultures have access to magic. Every occupation includes the number of magic-points-worth of spells which the adventurer automatically gains each year while working at that occupation. Magicians of any culture can use ritual magic. Primitive and nomad cultures will mainly use spirit magic: in barbarian and civilized cultures two types of magic dominate: spirit and divine magic, and divine magic and sorcery, respectively. Individuals may move between cultures with little hindrance, but in any one village or clan only one type of magic prevails. In the Cormac example, Cormac is exposed only to spirit magic. In cities, of course, all magics may be present.

New players may have difficulty choosing spells useful to or appropriate to their adventurer. Listed near the beginning of each culture description are suggested spells for its members. The spells are listed in the order of general utility. For the first adventurer or two, choose his or her spells from among these. As your confidence and skill in the game grows, experiment with other spells given in the magic chapters.

Equipment

This section of the occupation lists the standard equipment that a typical adventurer with that job would gain and wear out every year. Except for the mustering-out pay for civilized Soldiers, this equipment is not cumulative. Write down any goods, coins, etc., in the equipment portion of the adventurer sheet.

The equipment section also lists the adventurer as having his 'cultural weapons.' This means that he owns one copy of each weapon that he can use. He could own all of the weapons listed if his player spread the character's experience among all of those weapons skills.

Cormac's Saga *It's time to see what kind of previous experience Cormac has had. We already know that he comes from a primitive culture. If you turn to that culture, you'll see that it has only*

three occupations: a D100 roll yields a 47, indicating that Cormac's family were primitive Hunters. Here is the Hunter occupation reprinted in full.

Hunter, Primitive

Hunters kill wild animals for food and clothing, supplementing this chancey diet with leaves, roots, nuts, herbs, berries, grubs, and insects.

Primitive Hunters are the poorest class of people in RuneQuest. **SKILLS:** Throw ×3, Craft (leather) ×1, Craft (stone) ×1, Animal Lore ×2, Plant Lore ×2, Listen ×3, Scan ×3, Track ×3, Hide ×3, Sneak ×4, Fist Attack ×1, Dagger Attack ×1, Missile Weapon Attack ×3, Primary Weapon Attack ×2, and Primary Weapon Parry ×1 or Shield Parry ×1 or Dodge ×1. **MAGIC (Spirit):** 1D3-1 points at 15 years of age, plus 1 point per additional 10 years or fraction thereof. **EQUIPMENT:** cultural weapons, knife, gourds or water skins, firemaker, 50m rope, pack, and pelts (clothing) worth 120 pennies.

Being born a primitive Hunter is no great advantage, but in RuneQuest the real requirement for success is pluck, determination, and survival. Later on, Cormac has an excellent chance to become an adventurer of consequence.

Working down the adventurer sheet, we'll be entering additional skills percentiles, choosing magic, and writing in the appropriate equipment and weapons for primitive Hunter previous experience.

By the adventurer sheet, Cormac is 23 years old. Counting base chances and skills category modifiers, he has Craft (leather and stone) at 22% each, Animal Lore 25%, Plant Lore 25%, Throw 49%, 1H Spear (his primary weapon) Attack 47%, 1H Spear Parry 25%, Javelin (his Missile Weapon) 50%, Shield Attack 11%, Shield Parry 33%, Listen 53%, Scan 53%, Track 33%, Hide 28%, and Sneak 36%.

Cormac also receives one 1D3-1 roll for magic spells. We roll a 3, giving two spell-points. He also gains one point of spells for every ten years or fraction thereof he is over the age of fifteen—that gives him one more point for a total of three. For three of his 8 prior-experience years, therefore, Cormac managed to persuade a local shaman to teach him some spirit magic (undoubtedly at a price). For his persistence and labor, Cormac now has a point of Healing, always a vital spell; Speedart (a 1-point spell) for his javelin; and a point of Slow with which to slow down pursuers or game he is chasing. All of these spells have his POW ×5 chance (60%) to succeed when cast (minus the ENC of his equipment).

Finally, Cormac gets his equipment. From his cultural weapons we choose 1H (one-handed) Spear, Javelin, and Target Shield. Other equipment includes a knife (it can be used as a dagger), a water skin (more portable than gourds), firemaker (flint and steel, or perhaps a friction drill), 50 meters of rope, an oval deerhide packsack, and a portable selection of pelts and hides worth 120 pennies.

Special example about equipment: At age 23, Cormac has a knife. Since the age of fifteen he has broken knives, lost them, left them stuck in bears, etc. He does not now have 8 knives because he is 23 years old. He has lost 7 knives over the years because he uses that tool every day.

Options

Many times you may have a firm understanding of the new character whom you wish to generate. In such cases the rules should help you, not force you in temporarily uninteresting directions. Gamemasters are free to allow the use of none, some, or all of the options below.

Alternate Age

Choose the age of your character. Sometimes it's fun to create a raw 15-year-old beginner or a 50-year-old veteran Adept. If he or she is older than 40, be sure to check the rules for aging characters in the chapter titled *The World*.

Occupation Change

Give the adventurer a new occupation. He or she must remain in it for at least one year or not receive gains in skills, magic, or equipment from it. Gamemasters should limit players who wish their adventurers to become nobles.

The basic culture of an adventurer cannot be changed during character creation — if you want an adventurer to be of a different culture, the time to change it is during that first roll on the culture table, or else during play as your adventurer actually encounters a different way of life.

With a change in occupation allowable, any qualifying character could become a magician. Study the acceptance requirements carefully. Each magic-using occupation (Shaman, Assistant Shaman, Priest, Initiate, Adept Sorcerer, and Apprentice Sorcerer) will

vary in its acceptance requirements. If the requirements are not met, then the adventurer is barred from that occupation for at least a year. To discover the actual time elapsing before acceptance, age the adventurer until he or she qualifies as an Initiate, Assistant, or Apprentice. Then roll the dice until accepted. Each unsuccessful roll represents a year of time spent in the current occupation.

Interim Experience

An occupation also can be used to age established adventurers between *RuneQuest* campaigns. The gamemaster will decide the number of years which pass between adventures. The players can then refer to the occupations which their adventurers normally practice and transfer listed benefits.

Creating Enchanted Items

All magical occupations get POW increases as part of their experience. The magician can create enchanted items with this POW by sacrificing it and receiving a successful Enchanting Ritual skill roll. See the Ritual chapter of the Magic book for details.

Civilized Culture Occupations

These cultures are marked by central governments which regularly collect taxes and which have replaced semi-hereditary warrior classes with paid soldiery. Large cities exist, as do such civilized benefits as wizards, naval warfare, royal dynasties, professional thieves, and civil engineering. Examples of civilized cultures include the Seleucid kingdom, the Roman and Persian empires, imperial China, dynastic Egypt, feudal Japan, the Incan empire, Moorcock's Melnibonans, Howard's Stygians, Tolkien's Gondoreans, Leiber's Lankhmarites, and most of Lovecraft's Dreamworld inhabitants.

Spells for Civilized Folk

Civilized adventurers use either divine magic or sorcery. Divine magicians should choose the divine spells of Heal Wound (one or more uses), Dismiss Magic or Spirit Block, and Mind Link. If cult spirit magic is available, take a Healing spell first, then an attack spell (Disruption, Befuddle, Demoralize), and then a defensive spell. The base chance for divine magic is always 100%.

Sorcerers should learn attack spells first (Smother, Drain, Palsy), then Treat Wounds, and finally defensive spells (Resist Spells, Resist Damage, or Resist Spirits). The base chance for sorcery is always the sum of 1D6 plus the character's magic skills modifier, expressed as a percentage.

CIVILIZED OCCUPATION TABLE

roll D100	Parental Occupation
01	Adept Sorcerer (see the civilized Apprentice Sorcerer occupation)
02-06	Crafter
07	Entertainer
08-66	Farmer
67	Healer
68-77	Herder
78-79	Merchant
80	Noble
81-82	Priest (consult the civilized Priest occupation)
83-92	Sailor
93	Scribe
94-98	Soldier
99-00	Thief

Adept Sorcerer, Civilized

All serious Apprentice Sorcerers want to become Adepts. An Adept has proven himself or herself a capable sorcerer and is free to travel and experience the world, and further perfect his or her arcane skills. **ACCEPTANCE:** adventurers whose parents were sorcerers should use the civilized Apprentice occupation for skills, magic, and equipment. An Apprentice qualifies to become an Adept if he has a minimum of 75% ability in one ritual or Lore skill, two sorcery skills, and two sorcery spells. If his player then successfully makes a

D100 roll of less than the applicant's POW $\times 2$, the master will recognize the adventurer as an Adept. **SKILLS:** Fast Talk $\times 2$, Orate $\times 2$, Sing $\times 1$ or Play any instrument $\times 1$, Speak Other Language $\times 2$, Craft any substance $\times 1$, Evaluate $\times 1$, any one Lore $\times 4$ or any one Ritual $\times 5$, Read/Write Own Language $\times 2$, Devise $\times 2$, Sorcery Skills (divide as desired) $\times 5$, spells (divide as desired) $\times 7$, 1H Weapon Attack $\times 1$, 1H Weapon Parry or Shield Parry or Dodge $\times 2$. **MAGIC (Sorcery):** 1D3 spells and a 1 point increase in POW per year. **EQUIPMENT:** fine clothes, linen and wool clothing, writing equipment, scrolls and manuscripts, astrolabe, almagests, 80 pennies in coin and miscellaneous goods worth 400 pennies, knife, staff, pack, pack animal, 50m rope, firemaker and tinderbox.

Apprentice Sorcerer, Civilized

The Apprentice sorcerer aids his Adept master in the performance of duties and errands. In return, the Adept sorcerer reveals secrets of spell manipulation. Apprentices are by far the most common type of sorcerer, and most people do not distinguish between them: both Apprentices and Adepts are sorcerers, and both do wondrous things. Many universes know only of sorcerers with skills equivalent to that of Apprentices, for higher sorcerous knowledge has been restricted, lost, or forbidden. **ACCEPTANCE:** (1) if an adventurer's parents were sorcerers, then he or she automatically will be accepted as an Apprentice upon reaching age 15. Use the skills, magic, and equipment listed below to complete the background. Then refer to the civilized Adept: if your Apprentice meets the skills requirements, he or she automatically will be accepted as an Adept, without needing to make the die rolls. (2) If an adventurer's parents were not sorcerers, then he or she must meet the following requirements to be accepted. Application may be made once per year.

1. Have a magic skills modifier of at least 10 percentiles.
2. At 25% or better, know Read Own Language, World Lore, and Intensity.
3. Cast all divine magic spells, if any.
4. The applicant's player must roll D100 equal to or below the character's POW $\times 3$.
5. Then sacrifice one point of POW to the applicant's master, or to his familiar.

SKILLS: Throw $\times 1$, Orate $\times 2$, Sing $\times 2$ or Play any instrument $\times 2$, Speak Other Language $\times 1$, Craft a specific substance $\times 1$, any one Lore $\times 3$ or any one Ritual skill $\times 3$, Read/Write Own Language $\times 3$, Divise $\times 2$, Intensity $\times 2$, any other Sorcery skills $\times 4$ (divide as desired), Spells $\times 9$ (divide as desired), Fist Attack $\times 1$, 1H Weapon Parry or Shield Parry or Dodge $\times 1$. **MAGIC (Sorcery):** 1D3 spells upon acceptance. All Apprentices receive 1 common sorcery spell per year. **EQUIPMENT:** writing equipment, 1D10 pennies in coin and 20 pennies in miscellaneous goods, notebook for recording dreams, linen and wool clothing, knife, sack, firemaker and tinder.

Crafter, Civilized

Crafters make items or offer services for barter and sale. Civilized crafters specialize in one area or portion of a craft area, potentially allowing greater volume of production. This may make their work less satisfying.

OPTIONAL URBAN CRAFTS TABLE

D100	Occupation
01	Armorer
02-06	Baker
07	Brewer
08-13	Butcher
14-15	Carpenter
16-17	Cook
18-20	Cooper
21-23	Herbalist
24	Jeweler
25-27	Joiner
28-42	Leatherworker
43-47	Mason
48-52	Potter
53-56	Smith
57-76	Tailor
77-00	Weaver

SKILLS: Throw $\times 2$, Fast Talk $\times 2$, Speak Own Language $\times 1$, Craft $\times 5$, Secondary Craft $\times 3$, Evaluate $\times 4$, Human Lore $\times 2$, Conceal $\times 1$, Devise $\times 5$, Scan $\times 1$, Search $\times 2$, Fist Attack $\times 2$, Dagger Attack $\times 1$, 2H Spear Attack $\times 1$ and Parry $\times 1$. **MAGIC:** Roll D100 for the magic system available to the adventurer. Do not change magic systems before play begins.

- 01-75 **Divine Magic:** your adventurer's parents worship the ruling god (see the Divine Magic chapter in the Magic book). Your adventurer can automatically become an Initiate of that god whether or not he or she has a positive magic skills modifier (see the civilized Initiate occupation on page 29). He or she will then receive both Initiate and normal occupational experience.
- 76-00 **Sorcery:** your adventurer receives 1D3-1 sorcery spells at age 15, plus one additional sorcery spell for every 5 years or fraction thereafter. He also receives Intensity $\times 1$ or Ceremony $\times 1$ or World Lore $\times 1$, Enchant $\times 1$ or Summon $\times 1$, and spells $\times 2$ (allot the percentiles among known spells as desired).

EQUIPMENT: hand tools, 100 pennies in goods and 20 pennies in coin, linen and wool clothing, spear, knife, sack, firemaker.

Entertainer, Civilized

Civilized Entertainers include poets, fools minstrels, bards, juggler, musicians, tumblers and acrobats, animal trainers, stage magicians, actors, and singers. When the wealthy and influential want to be amused, they summon Entertainers, who may be paid well or not at all for their services. In cities, there may be enough passersby to pay Entertainers to work the streets, or enough customers to turn an alehouse into a cabaret. **SKILLS:** Throw $\times 2$, Fast Talk $\times 2$, Orate $\times 2$, Sing $\times 3$, Speak Own Language $\times 1$, Speak Other Language $\times 1$, Human

Lore $\times 4$, Conceal $\times 3$, Sleight $\times 4$, Devise $\times 1$, Play any instrument $\times 5$, Fist Attack $\times 2$, Dagger Attack $\times 1$, 1H Weapon Attack $\times 1$, 1H Weapon Parry or Dodge $\times 1$. **MAGIC:** Roll D100 for the magic system available to the adventurer. Do not change magic systems before play.

01-75 **Divine Magic:** your adventurer's parents worship the trickster god or the moon goddess (see the Divine Magic chapter in the Magic book). Your adventurer can automatically become an Initiate of that god or goddess whether or not he or she has a positive magic skills modifier (see the civilized Initiate occupation in this section). He or she will then receive both Initiate and normal occupational experience.

76-00 **Sorcery:** your adventurer receives 1D3-1 sorcery spells at age 15, plus one additional sorcery spell for every 5 years or fraction thereafter. He also receives Intensity $\times 1$ or Ceremony $\times 1$ or World Lore $\times 1$, Summon $\times 1$ or Enchant $\times 1$ and spells $\times 3$ (allot the percentiles among known spells as desired).

EQUIPMENT: good instrument, linen and wool clothing, gaudy clothing, knife, cultural weapons, sack, firemaker and tinder, 50 pennies in coin and 70 pennies in goods, sleeping blanket, costume if appropriate.

Farmer, Civilized

Civilized farmers till the soil with iron ploughs, and use harnesses to increase the loads which draft animals may pull. They may practice crop rotation; if they are near cities, they'll find it possible to specialize in certain crops or beasts. **SKILLS:** Climb $\times 1$, Jump $\times 1$, Throw $\times 2$, First Aid $\times 2$, Craft Wood $\times 1$, First Aid $\times 3$, Animal Lore $\times 3$, Human Lore $\times 2$, Mineral Lore $\times 2$, Plant Lore $\times 4$, World Lore $\times 3$, Devise $\times 2$, Listen $\times 1$, Scan $\times 2$, Search $\times 1$, Fist Attack $\times 2$, Dagger Attack $\times 1$, 2H Long Weapon (scythe, long spear, flail, bill-hook, maul) Attack $\times 1$, and Parry or Dodge $\times 1$. **MAGIC:** Roll D100 for the magic system available to the adventurer. Do not change magic systems before play.

01-75 **Divine Magic:** your adventurer's parents worship the agricultural goddess (see the Divine Magic chapter in the Magic book). Your adventurer can automatically become an Initiate of that goddess whether or not he or she has a positive magic skills modifier (see the civilized Initiate occupation in this section). He or she will then receive both Initiate and normal occupation experience.

76-00 **Sorcery:** your adventurer receives 1D3-1 sorcery spells at age 15, plus one additional sorcery spell for every 5 years or fraction thereafter. He also receives Intensity $\times 1$ or Ceremony $\times 1$ or World Lore $\times 1$, Enchant $\times 1$ or Summon $\times 1$, and spells $\times 2$ (allot the percentiles among known spells as desired).

EQUIPMENT: 100 pennies in food, 20 pennies in coins, linen and wool clothing, knife, 100 pennies in farm tools, one draft animal, sack, 50m, rope, firemaker.

Healer, Civilized

The surgeons, barber-surgeons, leeches, and herbalists of history and legend minister to the sick and afflicted, binding wounds, treating disease, and leeching (and cutting hair and snipping warts). They also treat sick animals. **SKILLS:** Throw $\times 1$, Orate $\times 1$, Speak Own Language $\times 1$, Speak Other Language $\times 1$, First Aid $\times 5$, Animal Lore $\times 3$, Human Lore $\times 4$, Mineral Lore $\times 3$, Plant Lore $\times 5$, Devise $\times 3$, Search $\times 2$, Fist Attack $\times 1$, Dagger Attack $\times 1$, 1H Weapon Attack $\times 1$, and Parry or Dodge $\times 1$. **MAGIC:** Roll D100 for the magic system available to the adventurer. Do not change magic systems before play.

01-75 **Divine Magic:** your adventurer's parents worship the earth goddess (see the Divine Magic chapter in the Magic book). Your adventurer can automatically become an Initiate of that goddess whether or not he or she has a positive magic skills modifier (see the civilized Initiate occupation in this section). He or she will then receive both Initiate and normal occupational experience.

76-00 **Sorcery:** your adventurer receives 1D3-1 sorcery spells at age 15, plus one additional sorcery spell for every 5 years or fraction thereafter. He also receives Intensity $\times 1$ or Ceremony $\times 1$ or World Lore $\times 1$, Enchant $\times 1$ or Summon $\times 1$, and spells $\times 3$ (allot the percentiles among known spells as desired).

EQUIPMENT: kit (with lotions, ointments, salves, herbs, soaps, razor, tweezers, bandages), linen and wool clothing, knife, sack, firemaker and tinder, cultural weapons, 20 pennies in coin, and miscellaneous items worth 100 pennies.

Herder, Civilized

Herders live by tending animals, whether on foot or mounted. Civilized Herders may or may not own the animals they tend; most of a district's horses, sheep, etc., will be marked and gathered into a single herd, managed full-time by a herder. Herded stock also could include cattle, goats, and more exotic creatures from fantasy. **SKILLS:** Climb $\times 2$, Jump $\times 2$, Throw $\times 2$, First Aid $\times 2$, Animal Lore $\times 5$, Human Lore $\times 1$, World Lore $\times 3$, Devise $\times 2$, Listen $\times 3$, Scan $\times 3$, Search $\times 1$, Fist Attack $\times 2$, Dagger Attack $\times 1$, Missile Weapon $\times 2$, 1H Weapon Attack $\times 1$, and Parry or Dodge $\times 1$. **MAGIC:** Roll D100 for the magic system available to the adventurer. Do not change magic systems before play.

01-75 **Divine Magic:** your adventurer's parents worship the storm god (see the Divine Magic chapter in the Magic book). Your adventurer can automatically become an Initiate of that god whether or not he or she has a positive magic skills modifier (see the civilized Initiate occupation in this section). He or she will then receive both Initiate and occupational experience.

76-00 **Sorcery:** your adventurer receives 1D3-1 sorcery spells at age 15, plus one additional sorcery spell for every 5 years or fraction thereafter. He also receives Intensity $\times 1$ or Ceremony $\times 1$ or World Lore $\times 1$, Enchant $\times 1$ or Summon $\times 1$, and spells $\times 2$ (allot the percentiles among known spells as desired).

EQUIPMENT: herd animal worth 100 pennies, linen and wool clothing, knife, appropriate missile weapon, appropriate 1H weapon, sack, firemaker and tinder, 50m rope, 10 pennies in coin.

Initiate, Civilized

A civilized Initiate agrees to devote a fraction of his or her spare time and energy to the service of a god or goddess. An Initiate thereby learns many of the secrets of the deity, attains special forms of protection from the god, and gains the god's attention, but in return must sacrifice Power and magic points to strengthen the god and must perform physical deeds to extend or protect the god's earthly sway. **ACCEPTANCE:** an Initiate gains all of the skills, magic, and equipment listed below in addition to what he would normally receive from his regular occupation. (1) Any adventurer for whom divine magic is available may become an Initiate of his or her parents' religion upon reaching age 15 without die rolls. He or she must, however, sacrifice one point of POW to establish a link with the worshiped god. Use the skills, magic, and equipment listed under the parents' mundane occupation (Fisher, Farmer, etc.) to complete your adventurer's background. (2) If an adventurer wishes to become an Initiate in later life (or wishes to join a different religion from his or her parents) he or she must pass the following test. This test may be attempted once per year.

1. Pay 20 pennies to the temple.
2. Understand the requirements and obligations for an Initiate.
3. The player of the adventurer must roll D100 less than his character's ability in the four skills listed for each cult and the Ceremony ritual; three of the five rolls must succeed.
4. Forget any magic not allowed by the religion.
5. Sacrifice 1 point of POW to form a link with the deity.

SKILLS: Orate ×1, Read/Write Own Language ×1, and Ceremony ×1 or Enchant ×1 or Summon ×1. **MAGIC:** (Divine) 1-point increase in Power every three years, which may be sacrificed for one-use divine magic—POW may increase only to limits given in the game system chapter; (Spirit) receive 1 point of cult spirit magic per 5 years or fraction thereof. **EQUIPMENT:** writing equipment, 1D10 pennies in coin.

Merchant, Civilized

Civilized merchants have large markets and peaceful, secure trade routes. Consequently they can plan and trade months or years in advance, and take advantage of social inventions like financing and bills of exchange. They might use loans to ruling houses to lever special favors and laws, or might find themselves being unbearably extorted by Nobles (a merchant out of favor with the state is truly up the creek). A few will actually be traders who physically transport goods from city to city; most merchants will be located only in one city or have trustworthy family branches in all cities in which they trade. **SKILLS:** Throw ×2, Fast Talk ×4, Orate ×2, Speak Own Language ×3, Speak Other Language ×2, Evaluate ×5, First Aid ×1, Human Lore ×4, Read/Write Own Language ×2, Devise ×2, Search ×1, Fist Attack ×2, Dagger Attack ×1, 1H Weapon Attack ×1 and Parry ×1. **MAGIC:** Roll D100 for the magic system available to the adventurer. Do not change magic systems before play begins.

01-75 **Divine Magic:** your adventurer's parents worship the ruler god (see the Divine Magic chapter in the Magic book). Your adventurer can automatically become an Initiate of that god whether or not he or she has a positive magic skills modifier (see the civilized Initiate occupation in this section). He or she will then receive both Initiate and normal occupational experience.

76-00 **Sorcery:** your adventurer receives 1D3-1 sorcery spells at age 15, plus one additional sorcery spell for every 5 years or fraction thereafter. He also receives Intensity ×1 or Ceremony ×1 or World Lore ×1, Enchant ×1 or Summon ×1, and spells ×2 (allot the percentiles among known spells as desired).

EQUIPMENT: Writing equipment, fine clothes, linen and wool clothing, leather armor (2 points of protection), cultural weapons, knife, sack, firemaker and tinderbox, 1500 pennies in goods, 500 pennies in coins, small enamelled box of beautiful crafting.

Noble, Civilized

Nobles live by the work of others, in theory coordinating, speaking for, and protecting those who support them. Civilized Nobles are likely to have gained their status by birth, and may normally pay other men to do all of the above—spending their own Noble time at dalliance, carousing, or hobbies. As a culture ages, Noble titles become many—knight, chieftain, petty king, count, baron, duke, and jarl, for example. A Noble background also could be considered to indicate that the parents were powerful elected or appointed governmental functionaries without blood claims to authority. **SKILLS:** Ride ×4, Throw ×2, Fast Talk ×3, Orate ×3, Speak Own Language ×3, Speak Other Language ×2, Evaluate ×2, Human Lore ×3, World Lore ×3, Fist Attack ×2, Dagger Attack ×1, and 1H Weapon Attack ×3 and Shield Parry ×2—or 2H Weapon Attack ×3 and Parry ×2. **MAGIC:** Roll D100 for the magic system available to the adventurer. Do not change magic systems before play begins.

01-75 **Divine Magic:** your adventurer's parents worship the ruler god (see the Divine Magic chapter in the Magic book). Your adventurer can automatically become an Initiate of that god whether or not he or she has a positive magic skills modifier (see the civilized Initiate occupation in this section). He or she will then receive both Initiate and normal occupational experience.

76-00 **Sorcery:** your adventurer receives 1D3-1 sorcery spells at age 15, plus one additional sorcery spell for every 5 years or fraction thereafter. He also receives Intensity ×1 or Ceremony ×1 or World Lore ×1, Enchant ×1 or Summon ×1, and spells ×3 (allot the percentiles among known spells as desired).

EQUIPMENT: ring armor (4-point protection), helm (5-point protection), cultural weapons, 1000 pennies in coin and 1000 pennies in goods, noble clothing, linen and wool clothing, knife, sacks, firemaker and tinder, any cultural symbols or artifact of authority.

Priest, Civilized

Priests work for the spiritual salvation of themselves and others. In worshiping a particular deity or cluster of deities, they manipulate tiny portions of the god's powers in order to effect changes in the mundane world favorable to the god and to the god's followers. Civilized Priests require a congregation for financial and social support. Most civilized religions have been long established, and in the mundane world are preoccupied with maintaining their present influence, though there may be missionary or reform orders within a religion. New religions usually are imported from barbarian pacts. **ACCEPTANCE:** An adventurer can become a Priest only with the gamemaster's permission. Adventurers whose parents were Priests use the skills and equipment lists given below. There is also a magic section specifically for Priest offspring, as well as one to be used by Priests for past experience. To become a Priest, the applicant must be an Initiate in good standing, have at least 10 points of divine spells, at least a 50% ability in each of the four cult skills, and have at least a total of 50 percentiles among all of the rituals. An adventurer who is or was an Adept or Shaman can never become a Priest—such people are too contaminated by heretical ways. If the applicant qualifies he or she must also pass a test.

1. The gamemaster must determine if a vacancy exists at the temple.
2. The applicant must recount a list of deeds done for or present a receipt of goods donated to the temple.
3. The applicant must pass the Test of Holiness (a D100 roll by his or her player less than or equal to the character's POW ×3).

MAGIC FOR PRIESTS' OFFSPRING: [divine magic, parent's god] 1-point increase in POW every three years which may be sacrificed for one-use divine magic, but POW may increase only to the limits given in the game system chapter; [spirit magic] offspring of Priests also gain 1 point of cult spirit magic for every 5 years or fraction thereof. **MAGIC FOR PRIESTS:** [divine magic, any god] 1-point increase in POW per year which may be sacrificed for reusable divine magic if the adventurer is a priest, but POW may increase only to limits given in the Adventurer Characteristics section of this chapter; [spirit magic] Priests gain 1 point of cult spirit magic per year. **SKILLS:** Ride ×3, Throw ×1, Fast Talk ×2, Orate ×5, Speak Own Language ×3, First Aid ×1, Human Lore ×3, Read/Write Own Language ×3, Ceremony ×3, Enchant ×2, Summon ×2, Fist Attack ×2, Dagger Attack ×1, and 1H Weapon Attack ×1 and Shield Parry ×1—or 2H Weapon Attack ×1 and Parry ×1. **EQUIPMENT:** noble clothing, writing equipment, linen

and wool clothing, knife, candles, pack, religious talismans, reputedly holy artifact, pottery, riding animal, appropriate weapons, 1000 pennies in coin, miscellaneous goods worth 1000 pennies.

Sailor, Civilized

Civilized Sailors have technology and oral knowledge with which they can cross distances and move cargoes daunting to Fishers of other cultures. Sailors of civilized cultures could have hundreds of different jobs—fish rich banks far at sea, man spice-laden merchant ships, captain mighty warships, etc. **SKILLS:** Boat $\times 5$, Climb $\times 3$, Swim $\times 3$, Throw $\times 2$, Craft Wood $\times 2$, Human Lore $\times 2$, Shiphandling $\times 3$, World Lore $\times 3$ Devise $\times 2$, Scan $\times 2$, Fist Attack $\times 2$, Dagger Attack $\times 1$, 1H Weapon Attack $\times 2$ and Parry or Dodge $\times 1$. **MAGIC:** Roll D100 for the magic system available to the adventurer. Do not change magic systems before play begins.

01-75 **Divine Magic:** your adventurer's parents worship the sea god (see the Divine Magic chapter in the Magic book). Your adventurer can automatically become an Initiate of that god whether or not he or she has a positive magic skills modifier (see the civilized Initiate occupation in this section). He or she will then receive both Initiate and normal occupational experience.

76-00 **Sorcery:** your adventurer receives 1D3-1 sorcery spells at age 15, plus one additional sorcery spell for every 5 years or fraction thereafter. He also receives Intensity $\times 1$ or Ceremony $\times 1$ or World Lore $\times 1$, Enchant $\times 1$ or Summon $\times 1$, and spells $\times 2$ (allot the percentiles among known spells as desired).

EQUIPMENT: a jar of grog, oilskin slicker, knife, marlinespike, cutlass or other appropriate weapon, sacks, small ivory image of a sea creature (your choice), salt fish worth 100 pennies, 10 pennies in coins, tattoo.

Scribe, Civilized

Civilized Scribes comprise the ancient equivalents of common civil professions—teacher, doctor, minor bureaucrat, accountant, engineer, proto-scientist, shipwright, and so on. But a Scribe could also be a letter-writer for hire in the marketplace. In some civilizations Scribes mostly will be found firmly bound within a religion. **SKILLS:** Throw $\times 1$, Fast Talk $\times 1$, Orate $\times 1$, Speak Own Language $\times 3$, Speak Other Language $\times 1$, any one craft $\times 2$, Evaluate $\times 2$, Animal or Mineral or Plant Lore $\times 2$, Human Lore $\times 3$, World Lore $\times 3$, Read/Write Own Language $\times 3$, Read/Write Other Language $\times 1$, Devise $\times 3$, Search $\times 2$, Fist Attack $\times 1$, Dagger Attack $\times 1$, Dodge $\times 1$. **MAGIC:** Roll D100 for the magic system available to the adventurer. Do not change magic systems before play begins.

01-75 **Divine Magic:** your adventurer's parents worship the ruling god (see the Divine Magic chapter in the Magic book). Your adventurer can automatically become an Initiate of that god whether or not he or she has a positive magic skills modifier (see the civilized Initiate occupation in this section). He or she will then receive both Initiate and normal occupational experience.

76-00 **Sorcery:** your adventurer receives 1D3-1 sorcery spells at age 15, plus one additional sorcery spell for every 5 years or fraction thereafter. He also receives Intensity $\times 1$ or Ceremony $\times 1$ or World Lore $\times 1$, Enchant $\times 1$ or Summon $\times 1$, and spells $\times 2$ (allot the percentiles among known spells as desired).

EQUIPMENT: wool cloak (1-point protection), linen or wool clothing, writing implements and materials (with small wooden carrying case), three bundles of reports and notes worth 100 pennies, blank parchment or tablets worth 50 pennies, a copper wristlet inscribed with the calendar of his or her civilization, an old letter of introduction from a semi-powerful bureaucrat, a bronze dagger, 330 pennies in coin.

Soldier, Civilized

Civilized Soldiers are paid a stipend, provided with food and shelter, and guaranteed continuing employment. Within limits, they agree to be ready to fight at any hour or season and to substitute disciplined action for vengeance, fear, hate, lust, and greed. **SKILLS:** Ride $\times 2$, Throw $\times 2$, First Aid $\times 3$, Human Lore $\times 3$, Conceal $\times 1$, Devise $\times 1$, Listen $\times 2$, Scan $\times 2$, Hide $\times 1$, Fist Attack $\times 2$, Dagger Attack $\times 2$, 1H Weapon Attack $\times 4$, Shield Parry $\times 4$, and Missile Weapon $\times 4$ —or 2H Weapon Attack $\times 2$ and Parry $\times 2$. **MAGIC:** Roll D100 for the magic system available to the adventurer. Do not change magic systems before play begins.

01-75 **Divine Magic:** your adventurer's parents worship the war god (see the Divine Magic chapter in the Magic book). Your adventurer can automatically become an Initiate of that god whether or not he or she has a positive magic skills modifier (see the civilized Initiate occupation in this section). He or she will then receive both Initiate and normal occupational experience.

76-00 **Sorcery:** your adventurer receives 1D3-1 sorcery spells at age 15, plus one additional sorcery spell for every 5 years or fraction thereafter. He also receives Intensity $\times 1$ or Ceremony $\times 1$ or World Lore $\times 1$, Enchant $\times 1$ or Summon $\times 1$, and spells $\times 2$ (allot the percentiles among known spells as desired).

EQUIPMENT: helm (4-point protection), ring mail armor (5-point protection), dagger, linen and wool clothing, cultural weapons, knife, sack, pack, water skin, sleeping roll, firemaker and tinder, 20 pennies in coins (cumulative per year of service) mustering-out pay, war booty worth 100 pennies, 1D3 scars.

Thief, Civilized

Though members of every culture steal, only civilized lands have enough people to support a subclass of internal predator (every culture allows Thieves to steal from other cultures). A professional Thief likely follows one or more of these sub-crafts: bandit, burglar, cutpurse, forger, gambler, henchman, pimp, or pitchman. Muggers usually will be opportunistic youngsters without professional credentials. **SKILLS:** Climb $\times 3$, Jump $\times 1$, Throw $\times 2$, Fast Talk $\times 2$, Evaluate $\times 3$, Human Lore $\times 2$, Conceal $\times 3$, Sleight $\times 3$, Devise $\times 2$, Hide $\times 3$, Sneak $\times 2$, Fist Attack $\times 2$, Dagger Attack $\times 1$, Shortsword $\times 2$ and Parry or Dodge $\times 2$ —or Rapier Attack $\times 2$ and Main Gauche Parry $\times 2$ or Dodge $\times 2$. **MAGIC:** Roll D100 for the magic system available to the adventurer. Do not change magic systems before beginning play.

01-75 **Divine Magic:** your adventurer's parents worship the moon goddess or the night goddess (see the Divine Magic chapter in the Magic book). Your adventurer can automatically become an Initiate of that goddess whether or not he or she has a positive magic skills modifier (see the civilized Initiate occupation in this section). He or she will then receive both Initiate and normal occupational experience.

76-00 **Sorcery:** your adventurer receives 1D3-1 sorcery spells at age 15, plus one additional sorcery spell for every 5 years or fraction thereafter. He also receives Intensity $\times 1$ or Ceremony $\times 1$ or World Lore $\times 1$, Enchant $\times 1$ or Summon $\times 1$, and spells $\times 2$ (allot the percentiles among known spells as desired).

EQUIPMENT: Lockpicks, jimmy, other appropriate tools, linen and wool clothes, knife, appropriate light 1H weapon, mask, 20 meter rope with grapple, sack, hooded lantern, 30 pennies in pawnable items or coin, secret thieves' mark.



Game System

Whether or not an adventurer succeeded in a task is resolved through the use of RuneQuest game system. If a question is not directly addressed, then the gamemaster must arbitrate.

A roleplaying game's system is the invisible support from which the game world must hang. Though later chapters may elaborate upon rules presented here, *RuneQuest's* structure should be clear to you when you have read and absorbed this chapter.

Remember that your adventurers will never understand their world as clearly as you can understand these rules. Adventurers are not omniscient: they will never sit down to review tables of weapons values or fumble results. They will know as general tendencies most of what you will learn as specific quantities or ranges. One of your adventurers may say to himself, "If I become a shaman, I will be powerful." But he will never scan the primitive Shaman previous experience entry and decide to take up that dangerous way of life because he'll get 3 points of magic and a 1-point increase in POW per year, as well as beaded goods and trinkets worth 480 pennies.

Because this chapter outlines the workings of *RuneQuest*, it addresses a series of subjects from many directions. Individual sections are often mutually independent. Gamemasters who wish to simplify their *RuneQuest* games can eliminate some procedures without seriously disturbing game balance or the flow of play.

Rounding in RuneQuest

The *RuneQuest* rules use standard rounding techniques: all fractions less than .5 are dropped; fractions .5 or greater are rounded to the next highest whole number.

Skill Use

Most important adventurer actions take a particular skill to accomplish. These skills are specifically defined in the Skills chapter. How to perform these skills is the subject of this section.

Automatic Success

Many skills are normal functions which anyone can

perform. Walking across a room or opening a door can be said to be skills, but *RuneQuest* considers any adventurer to be competent enough to perform these actions unconsciously without checking to see if he was successful. He or she is assumed to have an "automatic success." Skills which are automatically successful also include digging, talking, breathing, and walking.

Simple Success Rolls

Many skills take some training and experience to perform well. For instance, walking across a tightrope is quite different from walking across a floor.

For any skill which calls for expertise, *RuneQuest* requires a success roll. This is a percentile which represents an adventurer's chance of success with the skill. If the adventurer's player makes a D100 roll equal to or less than that skill percentile, then the adventurer performs the skill successfully. If the player fails the success roll, his adventurer also has failed the task. The results of failure are discussed in the Combat and Skills chapters.

Cormac's Saga *Cormac the Pict is hunting in the Scottish moors when his player makes a skill roll for Cormac's Scan skill. The player rolls a 27, safely below Cormac's 53% skill. Cormac therefore discovers that several clan enemies are following him. Cormac is brave, but not foolish, so he attempts to Hide. He has a 28% Hide ability, and modifiers for the brushy terrain also help him. His player rolls 18. Cormac watches from the brush while his enemies file past.*

Base chance is the beginning chance for success which every human has with a skill. An individual adventurer's skills category modifiers may adjust such chances, however, so that even at the beginnings of their careers adventurers will have different abilities.

Except for weapons, base chances are found printed on the adventurer sheet. If the base chance of success with a skill is 00%, the adventurer must get training or do research in the skill, so that he or she has positive ability with it.

For any skill in which the base chance of success is 05% or higher, a roll of 01-05 is always a success, even if it is modified to a negative number by the adventurer's pertinent skills category modifier. There is always a 96-00 chance of failure, no matter what might be the called-for percentile roll, including the given 100% success chance of Divine magic. There is always hope, and always the chance of failure.

Skill Versus Skill

One skill can be used to guard against the use of another skill: Cormac uses Hide to escape the tribesman's Search. One of the skills must be designated the 'attacking' skill (Search), and the other is the 'defending' skill (Hide). The defending character must successfully use his skill before it will guard him. If it is successful, subtract the defending skill percentiles from the attacking skill percentiles. The attacker's player must then roll less than or equal to the remainder (with a 05% minimum) to be successful.

If the defender unsuccessfully uses his skill then the attacker's player must make only a simple skill roll to be successful.

Cormac's Saga *The enemy tribesmen decide to search the thick gorge in which Cormac successfully hid with a skill of 28%. The tribesman who searches Cormac's specific area has a 78% Search skill, so his chance of finding Cormac is 50% (78-28). His player may attempt to make this roll each melee round until succeeding, thereby finding the lurking Cormac. But the leader of the band is convinced that Cormac is still running, and orders the search suspended after a minute or two. The men move away, and Cormac breathes easier.*

Characteristic Rolls

The simple success system can also be applied to situations in which an adventurer characteristic, rather than a skill, is important.

Cormac's Saga *As Cormac edges along the rim of a cliff, the gamemaster calls for a roll by the player of Cormac's DEX $\times 5$ as a percentage. The roll succeeds, but after a few meters, Cormac encounters wet, slippery rock, and the gamemaster calls for another roll, this time DEX $\times 3$ to reflect the difficult surface. The roll fails—Cormac teeters at the brink, but the gamemaster calls for a roll of POW $\times 4$ to see if Cormac clutches a projecting root. This roll succeeds, and Cormac pulls himself up to safety.*

Frequently-used characteristic rolls include rolls based on DEX, INT, POW (commonly known as a luck roll) and APP. These are nominally rolled as characteristic $\times 5$ on D100, but gamemasters will call for various multiples depending on the situation.

The Critical Success

At times an adventurer (or a non-player-character) performs a task so well that he or she gains extra benefits from the accomplishment. The best performances are critical successes. A *RuneQuest* critical success is a skill roll or a resistance table roll of 5% (1/20th) or less of the simple success chance. Example: if Cormac has a 52% Hide, then 1/20th of that is 2.6%, rounded up to 3%. Read as a percentile, Cormac's

player needs to roll the D100 and get 01, 02, or 03 to achieve a critical success.

The benefit of any critical success depends on the skill being used: weapons ignore armor, climbers gain extra meters of distance, craftsmen make extra-valuable goods, and so on. The specific benefit differs at least for every skills category, if not for every skill. Some specific benefits from critical successes are described in following chapters.

A critical success is always determined from the simple success chance. When the tribesmen were searching for Cormac, the chance for a successful Search to find Cormac by the one tribesman was 50%—not the tribesman's normal 78% Search. The tribesman's player would need to roll 01-03 (from the 50% chance) to get a critical success, not 04 or less from the 78% chance. (In this case, incidentally, the gamemaster could rule that the critical success benefit was that Cormac had no idea he had been spotted.)

The Skill Results Table

Use this table to determine if a skill roll is a critical success, a special success, a success, a failure, or a fumble.

Actual Skill	Critical Success	Special Success	Fumble
01-07	01	01	96-00
08-10	01	01-02	96-00
11-12	01	01-02	97-00
13-17	01	01-03	97-00
18-22	01	01-04	97-00
23-27	01	01-05	97-00
28-29	01	01-06	97-00
30	01-02	01-06	97-00
31-32	01-02	01-06	98-00
33-37	01-02	01-07	98-00
38-42	01-02	01-08	98-00
43-47	01-02	01-09	98-00
48-49	01-02	01-10	98-00
50	01-03	01-10	98-00
51-52	01-03	01-10	99-00
53-57	01-03	01-11	99-00
58-62	01-03	01-12	99-00
63-67	01-03	01-13	99-00
68-69	01-03	01-14	99-00
70	01-04	01-14	99-00
71-72	01-04	01-14	00
73-77	01-04	01-15	00
78-82	01-04	01-16	00
83-87	01-04	01-17	00
88-89	01-04	01-18	00
90-92	01-05	01-18	00
93-97	01-05	01-19	00
98-00	01-05	01-20	00

In all cases, an 01 result is always a critical success, and a 00 result is always a fumble. Not all skills yield special successes.

The Special Success

In some cases a skill roll result which is better than usual, but not a critical success, will still specially benefit the adventurer. This is called a special success. Not all skills have special successes. Just which skills bestow special successes is described in later chapters. Unless otherwise stated for the skill, a roll which

yields a critical success will at the same time yield a special success—your adventurer gets two benefits for the roll.

When a special success in a skill is possible, it occurs from 01 to 20% of the normal chance for a simple success. Example: if the skill being used is at 63%, a D100 roll of 13 or less will result in a special success.

As with the critical success, the special success is based on the actual percentage roll for the situation, not on the user's skill percentage.

The Fumble

If your adventurer can succeed spectacularly, he or she also can fail spectacularly. Such failure is called a "fumble," a term originally describing the propensity of adventurers to drop their weapons during combat. The possibility of fumbling extends beyond combat. It applies to every skill roll made in the game.

The chance of a fumble is equal to 5% of the adventurer's chance of failure. Example: if the percentile success roll is 01-63, then the percentile failure range is 64-00 (a 37% chance). Multiplying 37 percentiles by 5% yields 1.85%, which rounds up to 2%. There is a fumble chance of 2%—a result of 99 or 00 on a D100 roll. See the skill results table on the preceding page for the correlation of the ranges of fumble possibilities with the chances of success.

It may depend on the skill being used or the roll being made, but usually the consequence of a fumble will be disastrous for the adventurer.

As with the critical roll and the special roll, the chance for a fumble depends on the actual percentage roll for the situation, not on the character's normal chance with the skill.

Resistance Table

Take the active person's or object's factor and find it on the upper, horizontal entry. Then find the passive person's or object's factor on the left-hand, vertical line. Cross-index them. The result is the maximum number which a player can roll and still have his character succeed with a task.

		Active																				
		01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21
Passive	01	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95	95	95	95	99
	02	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95	95	95	95
	03	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95	95	95
	04	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95	95
	05	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95	95
	06	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95	95
	07	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95	95
	08	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95	95
	09	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95	95
	10	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95	95
	11	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	95
	12	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95
	13	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
	14	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85
	15	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80
	16	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75
	17	05	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65	70
	18	05	05	05	05	50	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60	65
	19	05	05	05	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55	60
	20	05	05	05	05	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50	55
	21	01	05	05	05	05	05	05	05	05	05	05	05	10	15	20	25	30	35	40	45	50

For success, roll equal to or less than the indicated number.

The Resistance Table

At times successful action depends on more than an adventurer's ability to perform a task: sometimes there are obstacles to be overcome. Use the resistance table to resolve those situations.

The resistance table is not used for skill rolls. It is mostly used when pitting one quantity against another, such as an adventurer's STR versus the SIZ of

an object to be lifted or the magic points of a spellcaster against the magic points of his target to see if the spell succeeded.

General Use

Using the resistance table demands that one factor be 'passive' and one be 'active.' The active factor exerts influence on the passive factor. Example: when a certain STR is trying to move a certain SIZ stone, the

active factor is the STR and the passive factor is the SIZ. The formula for overcoming resistance is:

$$\% \text{ success} = 50\% + (\text{active} \times 5\%) \text{ minus } (\text{passive} \times 5\%)$$

If the quantities are equal, there is a 50% chance of success. The active factor gains 5% for every point it is greater than the passive factor. It loses 5% for every point it is lesser. As the table shows, the chance of success drops to 1% when the passive factor is far larger than the active factor, and the chance of failure drops off to 1% (a roll of 00) when the active factor is far larger than the passive.

Specific Uses

The following examples are common situations calling for use of the resistance table.

Magic Points Against Magic Points: A spellcaster attempting to directly influence the mind or body of his target must use the resistance table to overcome the magic points of his target with his own magic points.

STR Against SIZ: An adventurer attempting to lift an object must overcome the SIZ of the object with his STR on the resistance table.

STR Against STR: If attempting to open stuck doors or to bend metal bars, the gamemaster may assign STR to the object, and the adventurer must use his STR on the resistance table to overcome the STR of the object.

Potency Against CON or Hit Points: Diseases and poisons are measured in potency, and the potency of the attacker is matched against the CON or hit points of the target on the resistance table to determine the effects.

Improvement

There are a number of ways in which an adventurer's skills and characteristics can be improved. Characteristics and skills can be raised through training and research. Skills can also go up due to use.

Skill Experience Rolls

In *RuneQuest*, successful use of a skill indicates that the user might be able to improve his or her ability in that skill. An experience roll made at the end of the adventure determines whether or not actual improvement has been made.

Whenever an adventurer successfully uses a skill and the gamemaster agrees that the success is worth an experience roll, the player checkmarks the small box next to that skill on the adventurer sheet. If there is no box next to the skill percentile, then the skill cannot be increased by experience.

The written record of the right to make an experience roll is called an experience check. An experience check for a particular skill is made only once per adventure, no matter how many times the skill is successfully used. The outcome of an action or situation cannot remove an experience check: if an adventurer successfully Hides, for instance, and is then found with a Search roll, his player still may put a check on the adventurer sheet for a successful Hide.

Gamemasters generally allow experience checks whenever skills are successfully used in stressful situations. An attack against a helpless target is not a stressful situation and does not deserve an experience check. Likewise, taking an hour to pick a lock (using the Devise skill) is not a stressful situation—but doing it in one melee round as the trolls approach is a stressful situation, and deserves a check.

After the adventure, when the gamemaster rules that the adventurers have had time to think about what has happened (generally a game week suffices for the lessons learned to have sunk into the adventurers' subconscious), then a player may be allowed to make an experience roll for each check on his adventurer sheet. Remember: only skills which have experience-check boxes next to their percentiles can be increased in this manner.

Making An Experience Roll

The experience roll is a D100 die roll. If the result of an experience roll is higher than the adventurer's current percentage for that skill, then the experience roll succeeds. Add the appropriate skills category modifier to the roll before determining whether the experience roll succeeded.



Cormac Wrestles Burly Bob. Here our doughty Pict matches his impressive strength against local tough Burly Bob in an arm-wrestling contest. In *RuneQuest* this struggle involves pitting Cormac's STR characteristic against Burly Bob's using the Resistance Table. Each player rolls D100, trying to obtain a result equal to or less than the percentile indicated on the Resistance Table. The round that only one player succeeds determines the winning character.

Cormac's Saga While chasing a magnificent stag, several years later, Cormac the Pict must climb a sheer cliff. He succeeds, using his climb skill of 54%. The gamemaster agrees that the climb was stressful, and that Cormac's player should put an experience check in the box next to Cormac's Climb skill. The next time experience rolls are allowed, Cormac's player tries to roll more than 54 on D100. He rolls a 67. Cormac's Agility bonus of 0% doesn't affect the result, and the experience roll succeeds. If the roll was a 52 and Cormac also had a 3% Agility bonus he also would have been successful.

Increasing Skills by Experience

A player can add 1D6 percentiles to a skill after a successful experience roll. The result of experience varies—an adventurer may learn much from one incident and little from another, no matter how successfully he performed either time.

Cormac's Saga Following the successful experience roll for Climb, Cormac's player can roll 1D6 to learn how many percentiles Cormac's Climb roll actually increases. His player rolls a 4 on 1D6, improving Cormac's Climb skill by 4 percentiles. Since $54\% + 4 = 58\%$, on the next Climb experience roll the player must roll over 58 on D100 or Cormac will not then improve in that skill. Both Cormac and player may try again when a Climb experience check occurs in a later adventure. As an adventurer improves in a skill, his or her pace of improvement slows.

If a player does not feel lucky, he can choose to add 3 percentiles to his adventurer's skill without making the 1D6 increase roll. But he must choose to do this before attempting the skill increase roll.

Exceeding 100% in a Skill

Any character may improve his skills beyond 100%. The effects of such increase is mainly in improving critical and special success chances, but certain skills provide special benefits for someone over 100% in them, as described in following chapters.

Except as concerning certain knowledge skills, only successful experience rolls can increase skills beyond 100%. The system for the experience roll changes once the threshold of 100 is reached. If an adventurer is 100% or better in a skill, his player must roll over 100 on D100 to succeed at an experience roll—remember that the adventurer's skills category modifier can boost the D100 result to over 100. This rule applies at any time, no matter how much over 100% the skill has risen. Further, if your adventurer has a negative skills category modifier, he or she cannot improve much beyond 100% in any of the skills within that category without extraordinary effort.

Example After years of adventuring, Fenrik the Feisty attains 101% in Sword Attack. He had been 98%—his player chose an increase of 3 percentiles after the last successful experience roll. The next time Fenrik successfully fights with his sword (and getting an experience check isn't hard with that high a skill) his player marks that experience-check box again and attempts an experience roll when the gamemaster calls for it at the end of

the adventure. Since Fenrik is over 100% with the skill, Fenrik's player must roll over 100 using D100. He rolls 93. Fenrik's +6 manipulation skills category modifier gives him a +6 percentile modifier, but that makes a total of only 99. Since the result is not over 100, the player may not make a skill increase roll, and Fenrik remains at 101% in Sword Attack.

Fenrik also has a 97% Sneak for which he received a second experience check. He has -2 percentile Stealth category modifier. His player rolls for this one, and gets a 00 result. Subtracting 2 from 100 yields 98—higher than his Sneak. His player rolls 1D6 for Fenrik's experience increase, and gets a 5. Adding 5% to Fenrik's 97% Sneak yields 102%. This, however, is the highest percentage Sneak which Fenrik can achieve without somehow altering his Stealth category modifier. Since Fenrik's Stealth modifier is -2, Fenrik's player cannot roll more than 98, and therefore his adventurer cannot improve his 102% Sneak by means of experience or research.

Skill Training

Though often the best teacher, experience is not the only teacher. Instruction from masters of a skill can also increase an adventurer's ability with a skill, or decrease it.

Procedure

An adventurer can train at a skill by getting instruction in it from a character with a higher percentage in the same skill. The instructor usually is a non-player-character. Each RuneQuest skill takes a different sort of teacher and costs different amounts of time and money to learn. Details are described in following chapters. Training to high ability can be costly in time and money.

Training Increases and Decreases

At the end of the training session (indicated by particular skill descriptions) you may make a 1D6-2 training increase roll for your adventurer. The maximum increase possible is 4 percentiles, and there is a chance that the adventurer will learn nothing ($2 - 2 = 0$) or even lose ground ($1 - 2 = -1$). No experience roll is needed—completion of a unit of training always allows a skill increase roll.

A player who feels unlucky with dice can choose instead to add 2 percentiles to his adventurer's skill, foregoing the die roll. But this latter choice must be made before the player rolls 1D6-2 for skill increase after training and after the gamemaster has allowed the skill increase roll.

Sometimes a particular instructor is personally or culturally inappropriate for a particular student, no matter how skilled either is. A student can lose hard-won expertise by exposure to the wrong instructor, even if the instructor has helped many others.

Limits of Training

A player could have his adventurer train indefinitely in selected skills, relying on the law of averages to eventually boost the adventurer over 100%. In this way the adventurer could improve without much risk, though the privilege would be expensive in time and money. Such training to 100% or more is possible only

for skills on the adventurer sheet which have no experience-check box: they are academic and informational in nature (the adventurer either will have or not have the data) and can be learned only through training and research.

But mastery in most skills requires field experience. Any skill listed on the character sheet with an experience check box has a training limit of 75%. Any increase thereafter must come through actual adventures, fights, problems, etc.

Required Training Time

To learn an additional 1D6-2 percentiles of a skill, an adventurer must train for hours equal in amount to his or her current percentage ability with the skill. An adventurer has 50 hours of time per week available for training. He may divide this time among as many courses of instruction as he wishes, subject to the gamemaster's discretion.

Training Cost

An instructor must be paid in some fashion, or he will not teach. Payment can be in money, goods, favors from the adventurer or his patrons, or in any other item or service satisfactory to the instructor.

On a full-time (50-hour-per-week-) basis, a single instructor can train 16 students in 01-25% skill, 8 in 26-50% skill, 4 in 51-75% skill, or 2 in 76-100% skill. In return, those students must pay him at least his normal living expenses. Thus, the training expenses are split between 16 students for 01-25% training, 8 students for 26-50% training, etc. If enough students aren't available for a normal class, the remaining students must make up the difference. As his skill improves, a student must pay more per hour—the teaching must be more subtle and individual.

It costs an instructor 120 pennies to live for a week. By this calculation, a student of 25% skill must pay 7.5 pennies (1/16th of 120 pennies), a student of 50% skill must pay 15 pennies (1/8th of 120 pennies), a student of 75% must pay 30 pennies (1/4th of 120), and a 100% student must pay 60 pennies.

If the instructor likes lavish living, then he or she will charge lavish prices to get it. Adventurers should understand that the instructor is teaching in order to maintain a standard of living. Teaching must support teachers in the style to which they have become accustomed, or they will find something else to do.

If the instructor is the only one in town who can teach a popular skill, he has no competition, and probably will raise prices.

Research

Any skill or characteristic which can be increased through training also can be increased through research. Research is self-help or self-tutoring. Knowledge skills are researched by delving into ancient tomes or wandering about the countryside observing. Agility skills are researched by practicing the skills without benefit of instructor. Some form of research is possible for any trainable skill or characteristic.

By convention, most skills which are "researched" are actually "practiced"—Cormac would never decide to "research his 1H Spear," for example. Research is the standard name for several similar processes.

Research takes exactly the same time to accomplish as training.

Successful Research

By definition an adventurer has no source of instruction during research. After the minimum time required to complete the research, the same as for training, his player must make an experience roll, just as he would if the adventurer were learning from experience. The adventurer's player must roll above that result on D100.

If the characteristic percentile ability roll succeeds (meaning that the adventurer found new and different form, content, or technique with which to increase his skill), his player then either makes the standard training increase roll of 1D6-2 or simply adds 1 point, and adds the result to the skill. The possibility of a skill loss reflects that there is still a chance that no improvement occurs. The new information or practice might be misinforming or misleading—but only later experience would show it.

This new proficiency or ability would be teachable to others.

Increasing Characteristics

An adventurer can increase his or her characteristics, thereby enhancing the skills category modifiers and making survival more likely. POW can be increased through a form of experience. STR, CON, DEX, and APP can increase through training and research. The characteristics of INT and SIZ increase only through rare magical means.

POW Gain Rolls

When a spell-using adventurer matches magic points against a target's magic points on the resistance table, then the attacker's POW (the source of the active influence) has a chance to increase if the attack succeeds. There is no chance to increase if the resistance table indicated a 95% or better success chance, but for any chance less than 95% there is a possibility.

Check for POW gains when you check for other experience gains for your adventurer. To determine if the successful attacker's POW altered, add together the adventurer's maximum possible rolled POW (18 for humans) plus his or her minimum rolled POW (3 for humans). Then subtract the amount of his current POW from that total. Multiply the remainder by 5. Try to roll that result or less on D100. If successful, then roll 1D3-1 and change your adventurer's POW by that amount. This might mean no gain at all if you rolled a 1. Alternately, you could choose not to roll 1D3-1, and simply add 1 to your adventurer's POW. You must, however, make that decision before you attempt the 1D3-1 roll.

Example *Alphonse the Awesome is a human adventurer of POW 14. The total of human possible minimum and maximum Power is 21. Sub-*

tracting Alphonse's current POW of 14 from 21 leaves 7. Multiplying 7×5 yields 35, the percentage chance that Alphonse may be able to increase his POW. The D100 roll his player makes is 24, a success. Alphonse's player is no gambler when handed a sure thing, however, and chooses the certain 1-point POW increase. Alphonse's POW is now 15.

Characteristic Increase

Increase through training, or research, for STR and CON is limited by the highest value of the adventurer's original STR, CON, or SIZ. If the highest value of the three is a SIZ of 14, for instance, then neither STR nor CON can be increased past that number through training. Example: Cormac has a SIZ of 12, a CON of 9 and a STR of 17. Since his STR is his highest characteristic of the three, his CON cannot be raised past that number. His SIZ, of course, cannot be raised or lowered at all. Even if Cormac's Strength is later raised through magic to 18, he will be unable to train his Constitution to more than 17.

Any training or research increase for DEX or APP is limited to half again the adventurer's original characteristic, rounded up. Example: Cormac has a DEX of 8 and an APP of 13. His maximum DEX increase through research or training is 12, and his maximum APP increase through training or research is 20.

Procedure for Increase Through Training

When the gamemaster will allow it, an adventurer may attempt to train up his characteristics at a rate of a

number of hours based on the value of his score for the current characteristic—just as advancement in a skill by training depends on the current skill percentage. For characteristics, establish the number of hours by multiplying the current value for the characteristic $\times 25$. At the end of a training period, roll 1D3-1 and add the result to the current value of that characteristic.

Who Does the Training

Only adventurers who have already increased personal characteristics through training may train other adventurers to increase their characteristics. Thus, initially, an adventurer must go to non-adventurers to receive characteristic increase training. An adventurer may help train up another's characteristic only to the amount by which his own was increased.

Procedure for Increase by Research

The number of hours required for research is derived in the same way as for training. To increase a characteristic by research, multiply 5 times the current value of the characteristic to find a percentile ability in the characteristic. Roll percentile dice. If the result is higher than the characteristic times 5 add 1D3-1 to the characteristic value. If the result is lower than the current value of the skill make no change to the characteristic. A character who has increased a characteristic in this manner becomes qualified to train others.

Cormac's Saga

Cormac wishes to train up the DEX of a fellow adventurer, Churchak the Scythian. Churchak's DEX is 12. After much effort, Cormac's DEX has been raised to 11, increased three points over his original DEX value of 8. Because his DEX has been increased through training, Cormac can train Churchak, but he can only train up Churchak's DEX by three points, the amount by which Cormac's DEX has been trained.

Improvement Summary

Method	Die Roll	Add	Time
Experience*	1D6	3	one adventure plus approx. 1 game week.
Training	1D6-2	2	hours equal to skill %
Research*	1D6-2	1	hours equal to skill %
POW Gain*	1D3-1	1	one adventure plus approx. 1 game week.
Characteristic**	1D3-1	none	current characteristic $\times 25$ hrs.

*Must have successful experience increase roll.

**May increase by training or by research.

Die Roll: This roll establishes by how many percentile or characteristic points a successful increase is made. For experience, training, or research, the player may instead choose an amount to automatically increase the skill as shown in the Add column.

Add: This fixed amount establishes by how many percentile points a skill automatically increases. There is no such amount for characteristics increase. For training, research, and experience, the player instead may choose to roll a die offering a variable result, as stated in the Die Roll column.

Time: The appropriate amount of time necessary to attempt an increase; experience must include the conclusion of the adventure as well as another week or two for evaluation.

Time and Movement

In *RuneQuest* there are several intervals of time that are commonly used to determine how far adventurers can travel; how much training they can receive; and when they can act during a tense melee.

The Game Week

The game week is used during adventures to regulate the amount of skill and magical training adventurers can receive. It is also used if the adventuring party travels over great distances. The distance traveled by the adventurers during a game week can be extrapolated from the Daily Movement Rates Table given below.

The gamemaster and the players should determine the number of weeks that pass between adventures. It is often convenient to establish a regular relationship between game-play time and real time. We recommend that one real week equal one game month. This way, players gain a sense of temporal motion in the game. Time moves for their characters just like it does in the real world. The players can also easily keep track of their adventurers' training, and their daily expenses for food and lodging. The adventurers will have plenty of time to spend their loot, becoming poor enough to seek more.

The Game Day

The game day is mostly used for matters of movement. Gamemasters will use it to determine how long it will take an adventuring party to reach its destination. It is also useful for comparing movement of several parties or for calculating time spent in preparation for an adventure by the party.

Daily Movement Rates Table

Type	Notes	Rate*
Hiking	Assumes an average of 10 hours of steady walking, on road or path with no encumbering wagons/animals	50 km/day
Marching	Marching in organized groups for 10 hours, ready to fight at the end of the march	30 km/day
Riding	Moving at a walk, possibly accompanied by pack train or wagons	30 km/day
Cavalry	Unhindered by wagons/pack animals at a disciplined walk-trot-walk pace	50 km/day

*see terrain effects guidelines, just below.

Terrain Effects Guidelines

Always adapt these guidelines to the actual game situation. They represent rule-of-thumb estimates of normal rates made without firsthand knowledge of the ground to be crossed. Normal rate is always that of the Movement Rates table, just above.

Terrain	Effects
Major River	Adds one day per km to cross unless bridged or on a very shallow ford. Gamemaster should call for Swim skill rolls and World Lore rolls.
Vegetation	Depends on density of vegetation. No effect if on road or well-used trail. Light—slows movement to 85% of normal. Medium—slows movement to 70% of normal. Heavy—slows movement to 50% of normal.
Rolling Hills	Slows movement to 70% of normal.
Mountains	Slows movement to 30% of normal.

These conditions are cumulative. Example: if adventurers attempt cavalry movement through medium vegetation on mountains, movement is cut to 30% for mountains, and to 70% of that modified amount for vegetation. Instead of 50 km/day, movement will be 11.5 km/day ($50\text{ km} \times .30\text{ mountains} = 15\text{ km} \times .70\text{ medium vegetation} = 10.5\text{ km actual movement rate}$).

Daily movement can vary as much as weekly movement, but is described more easily. A gamemaster can create dozens of different travel rates, depending on the season or the type of mount; the Daily Movement Rates Table is offered as a base for alternatives.

The Full Turn

Scenario time is measured in full turns. Each full turn equals five minutes (25 melee rounds). Use this interval for general movement when there is no conflict or other event which must be handled on a minute by minute basis.

During a full turn an adventurer may cautiously advance 100 meters, stroll as much as 250 meters, or run (once, without rest) one kilometer. At a walk, a riding animal goes no faster than a walking man unless it is well-trained.

Melee Round

A melee round consists of 12 seconds of frenetic activity. During that time, an adventurer who does nothing else can move about 30 meters and still be able to watch what is going on around him, parry incoming blows, and react to emergencies. Most humanoids can move 3 meters during each strike rank. At this speed, an adventurer can still dodge out-thrust spears, pools of blood, falling bodies, and have time left over to do some fighting himself.

An adventurer who wishes to do nothing but run and to avoid obvious obstacles in his direct path can move at double that speed, or 6 meters per strike rank. (This will cost double the normal fatigue points for a melee round—see Fatigue and Encumbrance later in this chapter.)

Other creatures move faster or slower during a melee round. Their exact speeds are given in the Creatures book which describes their abilities.

Movement and combat within a melee round are described in detail in the Combat chapter.

Damage

An adventurer will suffer many kinds of damage: cuts and concussions from weapons, burns from fires, falls from castle walls, bites from dragons, and choking from breathing in water—in fact, every time an adventurer is sliced by a sword or suffers any form of physical trauma other than simple fatigue he is said to

Humanoid Hit Point Location Table—Melee

D20	Body Area	Description
01-04	Right Leg	Right leg from hip to foot
05-08	Left Leg	Left leg from hip to foot
09-11	Abdomen	Hip to just under floating ribs
12	Chest	Floating ribs to neck and shoulders
13-15	Right Arm	Entire right arm
16-18	Left Arm	Entire left arm
19-20	Head	Neck and head

take damage. Damage is described in *RuneQuest* using the interchangeable terms of points of damage or of rolled points of damage. Both refer to loss of hit points.

Enter points of damage on the adventurer sheet by marking off an equal number of hit points. Except in special cases, subtract the points of damage from both the adventurer's total hit points and from the hit points in the hit location where the damage was taken (see hit locations below). It is important to record all damage.

If an adventurer is reduced to 2 or 1 hit points on the tally for his adventurer sheet, he is unconscious. If an adventurer is reduced to zero or to negative total hit points, he is dying and will be dead at the end of that melee round.

Damage can be healed in several ways, explained in following sections.

Hit Locations

RuneQuest organizes the bodies of all living creatures into a few major areas, called hit locations. Humans, for instance, have seven hit locations, all listed on the adventurer sheet. Physical damage usually occurs in a specific hit location; points of damage are usually subtracted from the hit location as well as from the adventurer's total hit point tally.

To determine the location hit, roll D20 and use the result to consult the appropriate humanoid hit point location table. There are two tables.

The melee table is for melee combat and for special situations such as falling and fire, in which the adventurer has some control of how he or she receives the damage. In this case, the chest and abdomen area are hard to hit because limbs partially block damage approaching those areas.

Use the missile/spell hit point Location table to locate damage incurred from missile fire, spells, and surprise attacks — anytime that the attacker has a clear shot at all the locations and can try to hit the most vital spots.

Hit Points Per Location

Every hit point location contains a number of hit points proportionate to the total hit points for the adventurer. Find the exact number of hit points per location with these formulae:

Humanoid Hit Point Location Table—Missiles / Spells

D20	Body Area	Description
01-03	Right Leg	Right leg from hip to foot
04-06	Left Leg	Left leg from hip to foot
07-10	Abdomen	Hip to just under floating ribs
11-15	Chest	Floating ribs to neck and shoulders
16-17	Right Arm	Entire right arm
18-19	Left Arm	Entire left arm
20	Head	Neck and Head

points per leg, abdomen, and head = $1/3$ total hit points
 points in chest = $4/10$ total hit points
 points per arm = $1/4$ total hit points

Always round fractions up. For your convenience, the actual points per location for most humanoids' total hit points are given in the Humanoid Hit Points Per Location Table.

When an adventurer has taken enough damage to lose all of the hit points from the adventurer sheet hit point tally, then he is dead. The sum of the hit points in all the hit locations adds up to more than the hit point tally on the adventurer sheet; this is so that an adventurer can be disabled or killed by many small wounds, each in itself perhaps not too consequential. Even though no area of the adventurer's body is totally disabled by damage, he or she can still die from blood loss, effects of shock, and so on.

Humanoid Hit Points Per Location Table

Location	Total Hit Points						
	01-03	04-06	07-09	10-12	13-15	16-18	19-21
Each Leg	1	2	3	4	5	6	7
Abdomen	1	2	3	4	5	6	7
Chest	2	3	4	5	6	8	9
Each Arm	1	2	3	3	4	5	6
Head	1	2	3	4	5	6	7

Cormac's Saga *Cormac has 11 total hit points. That means that he has 4 points in each leg and in the abdomen, 5 points in the chest, 3 points in each arm, and 4 points in the head. That totals 23 points—but 11 points of damage will kill him.*

Results of Damage

An adventurer will fall unconscious if only 1 or 2 total hit points remain, and he also loses all positive fatigue points. The adventurer will die at the end of the melee round if total hit points are equal to or less than zero.

An individual hit location can take damage beyond the actual hit points in the location. The severity of the damage has different effects, depending on the hit location.

Damage Equal to or in Excess of Hit Points

Leg: The limb is useless. The adventurer will fall, unable to do anything else that melee round. He may fight from the ground during following melee rounds. Disadvantages of fighting from the ground are explained in the Combat chapter.

Abdomen: Both legs are useless and the adventurer must fall. He may fight from the ground in subsequent melee rounds. If he has the means to Heal himself through magic or First Aid, he can do so. He will lose one additional hit point due to blood loss during bookkeeping of each melee round in which his player fails to make a D100 roll equal to or less than the adventurer's CON $\times 5$. The loss of a hit point each melee round will stop permanently if the CON roll

result is $\text{CON} \times 1$ or less, or the adventurer can be Heroic (possibly standing for the round).

Chest: The adventurer falls. Too hurt to fight, he or she can only crawl. If the adventurer has Healing or First Aid, he can use them. He will lose one additional hit point at the end of each melee round after he receives the damage, unless he is raised to positive hit points in the appropriate location. If his player successfully rolls D100 for the adventurer's $\text{CON} \times 5$ or less, the adventurer will not lose a hit point that melee round; if the CON roll is $\text{CON} \times 1$ or less, the hit point loss will stop permanently. If the CON roll is equal to or less than the adventurer's CON as a percentage, the adventurer may make a heroic effort and attempt to move and even fight for that round. This negates the permanent stoppage of hit point loss (he tore open the wound again) and he must receive another $\text{CON} \times 1$ roll or less in the next melee round either to perform another heroic effort again in the next round or stop the loss permanently.

Arm: The limb is useless. If he or she holds an item with the arm, the item will fall if it is not attached to the arm. The adventurer may continue to stand and fight with whatever limbs are left.

Head: The adventurer falls unconscious. Unless he is raised to positive hit points in the location, he will lose one additional hit point at the end of each melee round after he receives the damage, if his player does not successfully roll $\text{CON} \times 5$ or less that round. If the result is $\text{CON} \times 1$ or less, the character can fight instinctively—fighting normally, but unable to later remember the fight. (Naturally no experience can be gained from such activity.) A $\text{CON} \times 5$ or less roll must successfully be made each round to keep from losing additional hit points, and the roll must be $\text{CON} \times 1$ to continue the instinctive fighting.

Damage Equals or Exceeds Double Location Hit Points

Limb: If a modern high-velocity bullet hit a limb hard enough to put it out of action, hydrostatic shock would probably kill the owner of the limb. Slower-moving hand-to-hand weapons do not have this effect. But an adventurer cannot take more than twice the hit location damage possible to an arm or leg. At that point the limb is severed or irrevocably maimed. (If a severed limb is not brought back up to positive hit points within ten melee rounds it never can be reattached.) Further blows to that limb will not further effect the hit points of the limb or the total hit points of the adventurer. Example: If a 4-point limb is hit for 9 points of damage the limb will be damaged for only 8 points of damage, as will the adventurer's total hit points, but the limb will be totally useless.

An adventurer so damaged from a blow is in shock, and can do nothing until healed. He can try to Heal himself. He immediately loses all positive fatigue points and one hit point per melee round (blood loss). If the adventurer's player makes a $\text{CON} \times 1$ roll then the adventurer may be heroic.

If the damage was done at one pass by a slashing weapon or by a natural weapon such as claws or bite, the limb is severed. Otherwise the limb is maimed.

Head, Chest, or Abdomen Hit: If the head, chest, or abdomen receive more than twice as much damage points as there normally are hit points in that location, the adventurer becomes both unconscious and begins to lose one hit point per melee round. Successful CON rolls will not stop such hit point loss, nor can character be heroic. Example: an adventurer with 4 hit points in his head and with a total of 12 hit points takes 9 points of damage to the head. He is unconscious and losing hit points.

Permanent Damage and Death

Rarely is an adventurer permanently damaged. The only permanent damage is death, and even that is curable with the right Healing magic. However, an adventurer permanently loses 1D3 from current STR, CON, DEX, and APP after each 24 hours of death. If he is not resurrected before one of these characteristics is reduced to zero, he cannot be resurrected.

Gamemasters might want to adjudicate particularly devastating blows as doing points of damage and as harming or destroying vision, hearing, fingers, or toes, or as doing other potential permanent damage not directly addressed under the hit location system.

The maiming or severing of a limb can be permanently damaging if not regenerated or regrown. If an adventurer no longer has part of a limb, he permanently loses one hit point in that location, even if the limb is later restored.

Loss of Characteristics

It is possible to permanently lose characteristic points by other means than death. Divine magic devotees lose POW all the time, because they sacrifice it for their divine spells. Similarly, Shamans give POW to their fetches. All forms of magic user lose POW when they enchant items. Sorcerers can use the Tap spell to permanently drain characteristics from a target. Various diseases can reduce any of the characteristics permanently.

In such cases "permanently" does not mean that the adventurer cannot ever have his characteristic at that level again. But it does mean that he will have to regain it through training or POW gain rolls, if the characteristic can be regained. In effect, he has lost the old point and will have to buy a new one to replace it, just as he would have to buy a new sword to replace a stolen one.

Healing

In *RuneQuest*, damage can be erased by the First Aid skill, Healing magic, or by natural healing.

In all cases, hit points regained in a hit location are also returned to the adventurer's hit point total. If the Healing magic replaces hit points in general, the specific hit location healed (if more than one is possible) should be determined randomly.

First Aid

First Aid is described in detail in the Skills chapter. Use First Aid once on damage from one source to a specific hit location. Thus, if an adventurer takes two wounds

to his arm, First Aid may be used once against the damage from each wound. First Aid cannot replace a severed or maimed limb. First Aid can be used against damage to total hit points, such as asphyxiation or poison. To stop bleeding, First Aid takes one melee round. To restore hit points takes a successful First Aid roll and five melee rounds. First Aid will not restore hit points to any character suffering negative hit points.

Healing Magic

This magic has several forms, as described in the Magic chapters. A Healing spell can be used any number of times to cure any injury. Thus, if an adventurer has taken a 7-point wound, and a spell-caster uses his magic to cure 4 points of the wound, that spell-caster can then cure the other three points in the next melee round.

Only Healing magic specifically described as capable of regrowing limbs may be used to reattach a severed limb. However, any healing magic which will restore hit points will cure a maimed limb, as long as all the hit points are restored within ten melee rounds. If that time limit is passed, the limb is useless, even though the hit points can be restored. To get the use of the limb again, the character will have to receive one of the magics described as regrowing limbs.

Unless specifically described as doing so, Healing magic will not work against damage to total hit points that is unrelated to hit point location damage. The length of time necessary to perform Healing magic depends on the particular magic and is described in the appropriate chapter.

Magical Healing will raise to positive hit points an adventurer with zero or negative hit points, if applied before the bookkeeping phase of the melee round in which the reduction to zero or to negative hit points occurred.

Natural Healing

This takes place without the use of skill or spell. An adventurer recovers from wounds at a rate of 1D3 points at the end of each game week in each location wounded. For natural healing, it is the location which matters, not the number of wounds. This recovery rate assumes that the adventurer is not adventuring or working while he is recovering. If he is, the recovery rate is 1D4-2 in each wounded location. Points of damage taken directly to total hit points will be healed after all hit locations are healed.

Fatigue

Simple tiredness—fatigue—occurs from prolonged exertion. A stronger adventurer takes longer to reach a level of fatigue. In *RuneQuest*, fatigue is normally of importance only during melee round activity. Fatigue points are a way for players to know how many melee rounds are left before their adventurers begin to tire. When all fatigue points are gone, adventurers begin to temporarily progressively lose skills percentiles.

Determining Current Fatigue Points

The player of an adventurer going into melee round

activity must determine his adventurer's current fatigue points. Do this according to a formula:

$$\text{Current FP} = \text{Basic FP} - \text{current ENC}$$

The adventurer then loses 1 fatigue point for each melee round of combat, furtive or careful movement, swimming, etc. He loses 2 fatigue points for each melee round of sprinting or rapid-paced, backbreaking work. For each point lost, mark off one from the fatigue tally on the adventurer sheet. (For ENC, see the Encumbrance section.)

Once all positive fatigue points have been marked off, and the adventurer continues in activity which the gamemaster judges to produce fatigue, the player must mark off the adventurer's negative fatigue points.

Results of Fatigue Loss

Fatigue points form a fatigue threshold. As long as the adventurer has fatigue points left, his abilities are unaffected.

Every negative fatigue point subtracts 1 percentile from every skill roll including magic points vs. magic points, resistance table roll, or characteristic roll which a player makes for his adventurer. Such subtraction decreases the chance for special and critical rolls.

Reaching an amount of negative fatigue points equal in number to your adventurer's basic fatigue points (STR plus CON) causes your adventurer to become incapacitated due to exhaustion. Such unconsciousness lasts until the adventurer recovers sufficient fatigue points to bring his fatigue point total to a positive number.

Cormac's Saga *Cormac is still being pursued by enemy tribesmen. Though he is a strong runner, he still hears their calls and jeers behind him. He is now -3 fatigue points—all the fatigue points (including zero) on his fatigue point tally have been checked off, and he has lost three more besides. In this melee round, his player must therefore subtract 3 from any skill, resistance, or characteristic roll he makes for Cormac. Cormac decides to leave his pursuers behind by clambering up the crumbling face of Ben Bulben. Since panting Cormac's Climb roll is 58%, his player must roll 55 or under to compensate for the fatigue which lowers the Climb skill by 3 percentiles.*

Recovery from Fatigue

An adventurer naturally recovers fatigue points at a rate of 1D3-1 for each melee round in which he or she does not use fatigue points. If the adventurer does anything which would cost fatigue points, none can be regained in that melee round. Activities such as riding without fighting or such as walking at one meter per strike rank or less do not cost fatigue points, and an adventurer may recover fatigue during rounds in which he performs only these actions.

Starting from zero, an average adventurer can completely recover full fatigue points in 4-10 minutes.

Special Causes of Fatigue Points Loss

An adventurer who travels without appreciable rest will lose 1 fatigue point for every hour of marching or 1 for every hour and a half of riding.

If an adventurer is knocked unconscious, either by being reduced to 1-2 total hit points, or by being knocked to negative hit points in his head, he immediately loses all positive fatigue points.

A character in shock also goes to zero fatigue points if his limb has taken twice the normal hit points of the location (unless he already has negative fatigue points).

Encumbrance

Encumbrance is the measure of how much weight an adventurer can carry. If an adventurer is unencumbered, he can move faster and lose fatigue points more slowly. If an adventurer is overencumbered, he is slowed down and loses fatigue points sooner. Encumbrance is measured in encumbrance points (ENC).

How Much Is An ENC?

For general purposes, one encumbrance point equals one kilogram. In human scale, one ENC is generally equal to 1/6 of a SIZ point. On the resistance table, an adventurer therefore has a 50% chance of lifting ENC six times his Strength. In actual fact he could lift this amount easily, but ENC really measures how much he can do with the weight he can lift, then carry for some length of time, and then still be able to function. A person cannot carry $ENC = STR \times 6$ for very long and still be able to fight, climb, or run.

Throughout these rules some items will have higher ENC than their weight calls for. This compensates for awkwardness in handling the particular item.

Things

Any item which can be held easily in one hand (a sword, an ax, a rock, a rope, etc.) is considered to be a "thing." Most such one-handed items have a weight of one or two ENC. This is because, even though they may have very different weights, they take up the same space and are of about the same difficulty to handle.

Every item in *RuneQuest* has an ENC, measured more by how many "things" it is equivalent to than by its true weight. For instance, most two-handed weapons (spears, bows and arrows, etc.) are considered to weigh 3 to 4 ENC, no matter what their actual weight.

The next chapter, Combat, lists the ENC of all weapons and armor. The Gamemaster book contains a list of many commonplace objects and their ENC's.

Non-Human ENC

For animals larger than human with more than two legs — any with a SIZ of over 20 — refer to the SIZ Equivalency Chart. Find the SIZ equal to the creature's STR on the chart, then divide by three the kilograms beside the number. The result represents the creature's fatigue points from which to subtract the ENC in kilograms.

For creatures larger than human with only two legs, divide the equivalent weight in Kilograms by six.

Consequences of Encumbrance for Dodging

An adventurer may Dodge at full value minus 1 percentile of the skill per point of ENC carried.

SIZ Equivalency Table

Use this table to equate an actual or estimated weight (in either kilograms or pounds) to its game SIZ. This can be used when superhuman feats are called for — lifting the leg of a dead giant to free a trapped friend, loading a Roc's egg into a wagon, or any other adventure event which calls for resistance rolls of STR against SIZ.

SIZ	kg	lbs	SIZ	kg	lbs
1	to 5	to 12	25	218-237	480-523
2	6-11	13-25	26	238-258	524-569
3	12-17	26-37	27	259-282	570-622
4	18-23	38-51	28	283-307	623-677
5	24-35	52-77	29	308-335	678-739
6	36-41	78-90	30	336-366	740-806
7	42-49	91-108	31	367-399	807-879
8	50-54	109-120	32	400-435	880-959
9	55-58	121-129	33	436-475	960-1049
10	59-64	130-142	34	476-518	1050-1139
11	65-70	143-155	35	519-565	1140-1249
12	71-76	156-168	36	566-616	1250-1359
13	77-83	169-184	37	617-672	1360-1479
14	84-91	185-201	38	673-733	1480-1659
15	92-99	202-219	39	734-799	1660-1759
16	100-108	220-239	40	800-871	1760-1919
17	109-118	240-261	41	872-950	1920-2089
18	119-129	262-287	42	951-1039	2090-2289
19	130-140	288-309	43	1040-1129	2290-2489
20	141-153	310-338	44	1130-1229	2490-2709
21	154-167	339-369	45	1230-1349	2710-2969
22	168-182	370-402	46	1350-1469	2970-3229
23	183-199	403-439	47	1470-1599	3230-3519
24	200-217	440-479	48	1600-1739	3520-3829



Combat

Wise adventurers fight sparingly, only when no other course suffices. Cold steel often kills a reckless hero more easily than a fearsome monster.

Combat is a mainstay of fantasy roleplaying games. In part this is because fantasy literature, from Beowulf to Tolkien, concerns heroic deeds in combat situations. A fantasy roleplaying game attempts to emulate the excitement and wonderment of fantasy stories, and so combat must inevitably be a part of it.

RuneQuest attempts to make use of the authors' experience with hand-to-hand combat on the tourney fields of the Society for Creative Anachronism, Inc., to provide a realistic simulation of pre-gunpowder combat which is both easily played and exciting.

A player may be tempted to make combat the solution to every problem which his or her adventurer meets. Sometimes an adventurer must fight, but both player and character always should look for other ways to solve problems.

The Melee Round

Combat is divided into melee rounds. A melee round represents a game-period of about 12 seconds, time enough for a combatant to make a tactical decision,

Combat Chapter Terms

Armor Points: Armor and some magic spells have the ability to nullify points of damage. Armor absorbs an amount of damage equal to the armor points present.

Brace: Using STR to augment SIZ to resist knockback.

Critical Hit: A blow so well placed that extraordinary damage is done. The chance of this happening is 5% of the adventurer's normal attack percentage.

Damage Done: Once armor points have been subtracted from points of damage, the remaining damage, if any, is the damage done to the target. Each remaining point of damage reduces the hit points by one.

Damage Points: Also called rolled damage. When dice are rolled to determine damage, their total, plus any additions for weapon type or magic, are the damage points.

Fumble: An attack so badly delivered that the result is disastrous to the attacker. The percent chance of a fumble is 5% of the adventurer's normal chance to miss.

Impale: A special hit with an impaling weapon. An impaling weapon does extra damage if it impales, but it also has a good chance of being stuck in its target.

Knockback: Points of damage higher than the SIZ of a target can knock the target back from his previous position, and may knock him down.

Melee Round: A 12-second period of time in which the participants battle each other in strike rank order.

Set: The act of bracing a long thrusting weapon to receive the impact from a charge.

Special Hit: A well-delivered blow which might cause special damage, depending on the weapon type. The percent chance of a special hit is 20% of the adventurer's normal attack chance.

Strike Rank: An abstraction based on an adventurer's SIZ, DEX, and the length of his weapon used to determine when in a melee round an adventurer may attack, use magic, run, etc. A melee round is also composed of 10 strike ranks numbered from 1-10.

Strike Rank Modifiers: Individual modifiers based on an adventurer's DEX, SIZ, and weapon length which are totalled to determine the strike rank in which a melee weapon can be employed. Missile and thrown weapon strike ranks depend only on the adventurer's DEX. Spell strike ranks depend on the DEX of the adventurer and the number of magic points powering the spell.

1H: One-handed; a weapon normally so used.

2H: Two-handed; a weapon normally so used.

carry it out, and see the results. The melee round is named for the activity for which it is most often used — hand-to-hand combat, or melee — but this unit of game time can be used to control the use of other skills, or even movement in a situation in which the exact location of every participant at every moment is important. Each melee round has three phases:

Statement of Intent Phase: The players and the gamemaster declare the intentions of their character(s) in the melee round. These intentions do not need to be precise ("Cormac'll wait here for them to do something, and have his shield and sword at the ready"). Enough should be said so that every participant has as much information about your adventurer's intentions as could be expected from their adventurer's involvement in the situation.

Action Phase: The gamemaster counts out the strike ranks, starting with melee round strike rank one and concluding with melee round strike rank ten. The adventurers and non-player-characters move according to their abilities and needs. Magic, melee, and missiles occur at their appointed strike ranks. After all actions on strike rank ten are finished, the melee round is over.

Bookkeeping Phase: After each melee round, players and gamemaster subtract expended fatigue points from the record sheets, ensure that all damage has been recorded, and make any experience checks. Then they proceed to the statement of intent phase for the next melee round.

Movement Within the Melee Round

An adventurer moving within the melee round must start on the strike rank equal to his or her DEX strike rank.

During each subsequent strike rank an adventurer may move up to 3 meters, unless he is performing some other activity, such as fighting, spell-casting, etc. During the next melee round he can move at 3m. per strike rank, beginning again on his DEX strike rank.

The Strike Rank

In any combat, someone gets the chance to strike first and to set the pattern for the combat. In *RuneQuest*, the order of strike rank determines who shall have the first chance to make a successful attack each melee round.

All activity during a melee round is done in strike rank order. The strike rank table shows how strike ranks are determined. The character with the lowest total strike rank always attacks first. If two or more have the same strike rank, the one with the highest DEX attacks first. If several have the same DEX, attacks and effects are simultaneous.

Strike Ranks

SIZ Modifier	DEX strike rank	Weapon Modifier	(example)
1-9 = 3	1-9 = 4	0-.3m = 3	(fist/knife)
10-15 = 2	10-15 = 3	.4m-1.1m = 2	(1H weapon)
16-19 = 1	16-19 = 2	1.2-2.1m = 1	(2H weapon)
20+ = 0	20+ = 1	2.2m+ = 0	(pike/tree)

Strike rank for melee weapons is based on the criteria of SIZ, DEX, and weapon length, with modifiers for movement, surprise, changing weapons, and some other factors. There is no need to calculate a strike rank during play. Strike ranks for all weapons should be on the adventurer sheet, and modifiers for movement and other factors are easily added.

Cormac's Saga *Cormac now has a DEX of 11 and a SIZ of 12. His favorite weapon is the two-handed spear he learned to use back in Pictland. His strike rank with the spear is 6: +2 for the SIZ of 12, +3 for the DEX of 11, and +1 (for the two-handed weapon) = 6. Anyone with a strike rank of 6 and with a DEX of 12 or more will act before he does as well.*

Strike rank with melee weapons is based on the SIZ of the user, the DEX of the user, and the length of the weapon. Melee weapons come in four categories of length. (1) Finger-length includes most natural weapons, small knives, spiked gloves, shields, etc. (2) One-handed weapons include swords, short spears, axes, maces, and long daggers (3) Two-handed weapons include the simple quarterstaff and the complex-to-use but deadly two-handed sword. (4) The longest are weapons such as the lance and pike, and weapons made for use by very large creatures, such as giants and trolls, including impromptu weapons such as ripped-up whole trees and long fence rails.

The Three Main Criteria

SIZ: A large SIZ confers an earlier strike rank because a larger being has a greater reach relative to a smaller one. While the SIZ characteristic measures mass more than stature, a large mass generally indicates tallness. Gamemasters must adjust strike ranks when this assumption obviously isn't true, such as for a long (but not very tall) snake. Count missile weapons and spells as having a zero (0) SIZ strike rank.

DEX: An adventurer must be quick to hit first.

Weapon Length: A small, slow person with a long spear is still likely to get the jump (at least in the first melee round) on a large fast person using his fist. (Even a giant with a high SIZ attempting to use his fist is using a weapon in the 0-.3m range. Because his fist is part of his body, he is jeopardizing it when he hits with it. Gamemasters should limit the hit location for giants to their arm or leg in such situations, for realism's sake.)

Modifiers

Movement: A human normally can move three meters every strike rank. The number of this strike rank must be added to the strike rank cost for any activity taking place after this movement within the melee round.

Surprise: An adventurer or any character ruled as surprised must add three to his strike ranks if reacting in that melee round in which an enemy surprises him. A surprise can consist of an unsuspected foe stepping out from behind a drapery, or being hit from behind while helping a fallen comrade, or many other situations. Only the gamemaster can rule a situation as a surprise.

Magic Use: For every magic point in a spirit or

sorcerous magic spell, add one extra strike rank to determine the melee round strike rank upon which the spell is cast. Do the same for the occasional divine magics (such as Heal Area) for which the magic point strength may be chosen when the spell is cast. If the adventurer begins a second spell during the same melee round in which the first is cast, he must spend 3 strike ranks before beginning the second spell.

Preparing a Weapon: Changing one weapon or tool for another takes three strike ranks. Changing means that the item in hand is dropped and that another is drawn from an easily-accessible location. Resheathing a sword and then drawing an axe counts as two three-strike-rank actions, but dropping the sword onto the ground and drawing an axe is one action. Except in unusual circumstances, an object can be assumed to have been dropped so that it does not break or take damage.

Preparing two items, such as drawing a sword and unlimbering a shield, is two actions, taking six strike ranks. This may be modified by circumstances (such as the adventurer's hands being free), and by whether or not the items (such as a sword and a dagger) are easily accessible. A shield strapped on your adventurer's back is not easily accessible and would take six strike ranks to unlimber. Further strike ranks would be required to unlimber other weapons.

Similarly, drawing an arrow and fitting it to a bow is one action, but taking out an already-strung bow and then drawing an arrow is two actions. Stringing a bow takes the whole melee round.

Altering Intent: It is possible for either the gamemaster or for a player to alter his statement of intent. However, any action performed in addition to that in the statement of intent, or instead of the stated intent will cost three extra strike ranks. Thus, if an adventurer, sword and shield ready, was waiting for something to happen, and the player then decided at strike rank 4 that the adventurer needed to run out the nearest door, then the adventurer would take three strike ranks plus his DEX strike rank modifier to get moving and on melee round strike rank 10 would move 3 meters.

Limit to Strike Ranks

No combat action or combination of combat actions may be performed in a melee round if the total strike ranks necessary add up to 11 or more. Combat actions do not carry over from one melee round to the next. If an adventurer does not do something on a strike rank in which he could have acted, he is assumed to have spent that strike rank inactively. He cannot save up strike ranks for later use (though he may consciously delay an action until later in the same melee round). Exception: spellcasting, which can cost many magic points, can carry over to the next melee round, even in a combat situation.

Most skills described in the Skills chapter take much longer than one melee round to perform.

Multiple Activities

So long as he has strike ranks available, an adventurer can perform actions. With the approval of the

gamemaster, an adventurer may combine actions — such as moving and readying a weapon — but only when the adventurer's movement is relatively unimpeded. For example, your adventurer wants to run 9 meters and hit a foe with an axe. Though the axe is currently hafted through your adventurer's belt, the adventurer might be allowed to combine readying the weapon (3 strike ranks) with the 9 meters of movement (3 strike ranks). The gamemaster may ask for a DEX roll or an appropriate skill roll as a prerequisite for accomplishing this feat.

Cormac's Saga *Cormac and his new friend Signy Freyasdotter are sitting in a tavern drinking. Six city guards rush in, point at Signy and charge, light maces ready.*

Cormac's spear is leaning against the wall—too far away. He stands and reaches for the hatchet at his belt.

The gamemaster rules that these two actions take a total of 3 melee round strike ranks to perform. Cormac's DEX strike rank is 4. To parry requires no melee round strike ranks, so he will be able to defend on melee round strike rank 7. (He could attack with the hatchet on melee round strike rank 9.)

The guardsmen each have DEX strike ranks of 4. The weapons strike rank modifier for light mace is 2, and they must cross six meters of floor — requiring the elapse of 2 more melee round strike ranks. They therefore, attack on melee round strike rank 8.

Thus Cormac has his hatchet ready. He successfully parries one of the blows. Unfortunately, all three men swing at him and Cormac falls, minus one hit point in the head.

The guardsmen haul away Cormac and Signy (who had been unarmed), first giving Signy a chance to help her friend with a Healing spell (see spirit magic in the Magic book.)

Movement strike ranks usually cannot be simultaneous with combat strike ranks, such as those needed to swing a weapon. For exceptions, see the Special Actions section of this chapter.

Melee Activities

An adventurer is normally limited to one attack and one parry per melee round. A dodge may be substituted for one or the other. Spells may be cast before, after, or instead of attacking, parrying, or dodging as long as there are sufficient strike ranks in the melee round. An adventurer must spend 3 strike ranks to change from spellcasting to combat or other actions during a melee round, and vice versa. He cannot attack, parry, dodge, or move faster than .5 meters per strike ranks.

If, while in hand-to-hand combat, an adventurer attempts to perform some major non-fighting action (stand up, climb a nearby wall, jump down a slope, mount a horse, etc.) then he cannot attack, parry, dodge, or cast a spell during the strike ranks needed to perform the action. *Example:* the adventurer Tostig is wounded on melee strike rank 4. His player immediately declares that Tostig is changing his Statement of Intent (costing 3 strike ranks) and will begin casting a Healing 4 spell. The spell will require 7 strike ranks to cast (Tostig's DEX strike rank modifier plus 1 per magic point in the spell). The spell

will take effect on strike rank 1 of the next melee round. During the whole time of casting and changing intent Tostig cannot parry, dodge, or attack.

Melee Skills

Weapons Use

Fist, falchion, or fencible, a weapon is any object used by an adventurer to do damage to a target.

Generally, each weapon skill is unique, and must be learned separately from every other weapon skill. Some skill knowledge can overlap between weapons, but use of a sword and of a spear, for instance, differ entirely, and proficiency in each must be separately trained or gained through experience.

How to Attack

An attack is an attempt to use a weapon to harm a target. In melee combat, an attack is not just one blow but a series or combination of blows which occupy a span of time beginning with the strike rank on which the weapon may be used until the end of the melee round.

An adventurer has individual probabilities of success with his attack skill for each weapon he uses. If the player makes a successful roll for this skill, the adventurer succeeds and hits his target. Since any combat is a stress situation, the adventurer will get an experience check for that weapon if the attack roll is successful.

The damage done by an attack depends on the type of weapon used and the kind of armor the target wears to absorb damage.

Attacks take place on the adventurer's strike rank, as described in the previous section.

Aimed Blows

If a player wishes his adventurer to aim a blow at a particular hit location, he must specify the hit location during statement of intent, then wait until the end of strike rank 10. The player then rolls the attack at half normal skill plus any modifiers. If the attack succeeds at the reduced chance, it hits the desired hit location. This simulates the need to wait for an opening and the chance that no opening will appear.

How to Parry

If a weapon can be used to parry (see weapons lists), it can parry one attack. If the adventurer has two parrying weapons, and is being attacked more than once in the melee round, he can parry one attack with each weapon. In either case he may not attack with a weapon with which he parries. Two-handed weapons, however, can be used to attack once and parry once.

With one weapon, an adventurer can attempt to parry one specific attack on any strike rank of the melee round during which the parrying weapon is ready. If the player rolls a successful parry, then the adventurer partially or completely blocked the attack (unless the attack broke the weapon, but that's another story.) The parry should be rolled whether or not the attack succeeded, for some successful parries can affect a weapon used in an unsuccessful attack.

An adventurer's parry may be influenced by his agility skills category bonus. Parry ability, like any

agility skill, depends on STR, a small SIZ, and DEX. Once an adventurer learns how to parry, there is little thought involved. An instinctive parry is a successful parry. His agility skills category modifier will equally affect his all parries with all objects.

As with attacks, an adventurer must learn to use each parrying weapon separately, and will go up in experience and train with each weapon separately.

Damage to Parrying Weapons

A successful parry blocks points of damage only equal to the parrying weapon's armor points. If more points of damage get through, they go on to the body of the parrier, doing normal damage. In this case, the parrying weapon also loses 1 armor point, simulating the damage it took blocking such an overwhelming blow. If the parry was a special success, the weapon takes no damage; a critical success parry roll means that no damage got through, even if the attack was a critical success.

Successful Parry Versus Unsuccessful Attack

A successful sword parry against an unsuccessful attack will always damage the attacking weapon, doing its regular weapon damage no matter how successful the parry. All damage done to the parried weapon in excess of its armor points will subtract from the armor points of the weapon.

A successful parry by an axe or similar bladed weapon on a haft will do its regular damage to an unsuccessful attacking weapon if the parry is a special success. Extra skill is needed to get the blade of the weapon in position to damage the attacking weapon.

How to Dodge

Dodge is an agility skill also described in the Skills chapter. It may be performed instead of either an attack or a parry. If an adventurer is better than 100% with his skills with a weapon, he normally can make two attacks or two parries in a melee round depending on which skills he is over 100% in. Such an adventurer choosing to Dodge will lose either all possible attacks or all possible parries.

In a melee round, a Dodge works against all melee attacks from one source, but must be rolled against each attack. If the Dodge ability is over 100%, it may be split between two sources of attacks, but each portion of the split must be equal and be at least 50%. Thus an adventurer with a 108% Dodge may attempt 54% Dodges against two sources of attack.

A successful Dodge against a normal successful melee attack means that the attack missed. However, a special Dodge roll is necessary against a special hit and a critical Dodge roll is necessary to avoid a critical hit. If the defender fumbles his dodge, then the attacker scores an automatic normal hit unless his rolled attack is better.

Dodge is a skill useful to unencumbered swash-bucklers, who need nothing more than their silk shirt, linen pants, and trusty blade to handle any foe. Encumbering items or clothing subtracts from the ability to Dodge incoming blows. If an adventurer is unencumbered (for game purposes carrying and wearing nothing), he may use Dodge at full percent-

age. An encumbered adventurer's Dodge skill is minus 1 percentile for every point of ENC carried.

If Dodge is used with a parry, the user may either parry one opponent and Dodge the other, or Dodge and parry the same attacker, and even the same attack. In this case, check Dodge first. If that is unsuccessful, then attempt a parry. The player always has the right to arrange such choice and order.

Cormac's Saga *The local potentate (ruler of Massilia by coup de main and self-styled king of Gallia Narbonensis) was upset with Signy Freyasdotter because she preferred Cormac's company to his. The potentate has had Signy, clad only in her shift and carrying only a dagger, tossed into the arena. The degenerate crowd roars its approval when a lion, looking for lunch, swaggers in through another gate.*

Parrying a lion with a dagger is an exercise in futility. Fortunately Signy has a high Dodge skill (104%). A lion has two attacks, and Signy's player successfully rolls her skill against both of them. Since the gamemaster did not roll a critical or special success, Signy takes no damage. Signy then stabs out with her dagger and hits, doing four points of damage to the great cat, which is annoyed.

The potentate, tired of seeing Signy Dodge his wrath, signals after several rounds that another lion be let in. If Signy decides to Dodge both beasts, her player may put only 52% Dodge against each.

However, Signy manages to stab and critically hit the original lion in the head, doing 13 more points of damage—enough to make even a hungry lion think twice. The crowd is so pleased with Signy's prowess that their cheers convince the potentate to save Signy Freyasdotter for use in future games.

Results of Combat

Damage

A successful hit with a weapon means that the attacker can do damage to the defender. The Game

System chapter discussed how damage was determined and what effects it could have on the recipient.

In brief, each weapon has a damage rating described as a die roll. A broadsword, for instance, does 1D8+1 damage, which means that the user rolls 1D8 and adds 1 to the result to determine the damage points done. Armor and special magic will subtract points from damage. It is possible that a successful weapon hit does do no damage at all, because of the efficiency of the target's armor.

Pulling a Blow

It is always possible to "pull" a blow. During the statement of intent, the player must say that he is pulling his adventurer's blow to intentionally do less damage. He can add less of the damage modifier, or none of it, and he can roll fewer or smaller dice for the weapon damage.

Thus, a character with a +1D4 damage modifier and a sword that does 1D8+1 can specify that he is pulling his blow and not roll the modifier—and only roll 1D4+1 (or 1D6+1, or 1D3+1, or even 1D2+1) for the weapon damage.

Knockback

The impact of a weapon can do more than damage a target. A sufficiently powerful blow can send a target staggering backward. This is called a knockback. With the proper tactics, a knockback can be more of a problem to the recipient than actual damage.

The distance to which a character is knocked back depends on the total damage done, ignoring subtractions for armor or magic, but minus the SIZ of the adventurer being knocked back. If the SIZ is greater than the damage done, there is no knockback. If the damage done is greater than the SIZ of the target, the target is knocked back one meter for every 5 excess points of damage or fraction thereof. The target's player also must successfully make a roll of his adventurer's DEX × 5 or less on D100 or that character falls down. If the adventurer is riding, a Riding roll may be made; if successful, the SIZ of the animal is added to his own. If unsuccessful, knockback is figured only against the adventurer's SIZ, and he can be knocked off his animal.

Gamemasters may lessen the multiple for the DEX roll to reflect unevenness of ground, slope, or previous degree of damage the target has already taken. Remember that every negative fatigue point subtracts from all percentile rolls for the adventurer, even Characteristic rolls.

An attacker can specify that his attack came from directly above the target, driving that worthy into the ground. In this case, the target is not knocked back, but for the target to remain standing the DEX multiple which the target's player needs to roll is lowered by one percentile for each point of extra damage done.

Bracing Against Knockback

It is possible for an adventurer to brace himself against the effects of knockback. To do so the adventurer's player must state prior to the opponent's at-

Armor and Hit Point Relation Summary

There are two possible relationships between armor and hit points, as described below:

Separate Armor and Hit Points: This situation is best exemplified by the adventurer and his armor, but also covers the armor and hit points of an object such as a wall or a weapon purposely struck to do damage to it. If the damage done exceeds the protective armor points of the adventurer or object, then the excess damage reduces the adventurer's or object's hit points in the hit location and general hit points.

Armor and Hit Points of an Interposed Object: With most objects, the number of hit points and the amount of armor protecting them are one and the same. If the object is parried with, blocking a blow meant for another object, and the armor/hit points of the object are exceeded, regardless of the amount that they are exceeded by, then the armor/hit points of the object are reduced by one only. The remaining damage points proceed on to damage the object originally attacked. The armor/hit points of objects are usually referred to simply as armor points.

tack that his character is bracing. An adventurer so stating cannot move in the melee round without losing the benefits of bracing during his move. He also cannot Dodge while braced, though he still can parry. He must add three strike ranks to any other activity he performs in that melee round. Once he is braced, damage done must be higher than his STR plus SIZ to do knockback.

Knockback into Small Objects and People

If an adventurer is knocked back and runs into another person or free-standing, man-sized-or-smaller object, he must make a second DEX $\times 5$ roll to stand. If the second object is a person, he too must make a DEX $\times 5$ roll. An inanimate object may fall over or not, as the gamemaster wishes.

If the adventurer was knocked back three or more meters and hits an object or person, both adventurer and object/person take 1D6 of damage for every five meters or fraction thereof traveled. Use the melee hit location table to determine the area damaged on a living being.

Knockback Into Solid Objects

If the adventurer is knocked back into a solid, unyielding object such as a wall, tree, or boulder, for each meter traveled he will take 1D6 damage to a hit location determined on the melee hit location table.

Cormac's Saga

Later in the day of Signy's battle with the lions, Cormac

is also thrust into the arena to fight an experienced and massively-built gladiator armed with a wicked Great Axe. The arena fighting-master outfitted Cormac in a ringmail hauberk with crude leather padding, bare arms and legs for that 'savage' look, a broadsword (a weapon new to Cormac), and a round shield.

Cormac's huge foe pounces on him as the Pict enters the arena, striking and hitting. Our hero has just enough warning to parry with his shield, absorbing 10 points of a 14-point blow to his head. His ring-and-leather armor is useless against this blow, and Cormac wears no head-gear. He sustains 4 points of damage which reduces his head hit points to zero.

This damage is also 2 points greater than Cormac's SIZ of 12, and he is forced back 1 meter. Since the stones of the arena entranceway were only a few centimeters behind him, Cormac slams against them and takes 1D6 more damage to hit location 14 — this time his right arm is battered for 3 points. Cormac slumps to the ground, unconscious, and is out of action.

Limit to Knockback

Many natural weapons, such as lobster claws and most bites, will not do knockback. Part of their effect involves hanging onto the victim to apply pressure.

Intentional Knockback

Till now, knockback has been discussed as a by-product of a normal blow. There will be times when an adventurer will want to do knockback without actually hurting his target—by shoving or body-blocking. Similarly, flesh-eaters such as wolves or tigers may want to sprawl a target on the ground, where they can

bite at more or more vital hit locations, and large herbivores may want to down a target so that they can easily trample it.

State even an optional attempt at knockback at the start of the melee round. A player may say, "Nikolos will fight the troll if the troll attacks him. If the troll attacks Cormac, then Nikolos will attempt a knockback on the troll." The adventurer must then move toward his target, doing no attacks (though he can parry and Dodge).

The adventurer attempting knockback may attack at his normal strike rank for a fist attack, his player comparing on the resistance table the adventurer's STR plus SIZ against the SIZ plus DEX of the target. If the roll succeeds, the target is knocked back the same distance as if the STR plus SIZ of the attacker were weapon damage (reduced by the SIZ of the target). If the resistance roll is a special success, the target is knocked back ignoring his SIZ. If it is a critical success, the target loses any weapon he is holding (except for a shield or similarly strapped on weapon).



Cormac in the Arena. Cormac's inexperience shows as he here meets, and succumbs to, an experienced gladiator in the arena at Masillia.

If an unsuccessful knockback, the attacker's player must make a roll equal to or less than his adventurer's $DEX \times 5$ or fall. If he does not fall, he bounces off his target and is knocked back as if the SIZ plus STR of the target were damage against his SIZ . A fumbled attempt at a knockback has the same fumble penalties as does a natural weapon fumble, plus the normal results of a failed knockback.

Modifiers to Intentional Knockback

The percentile attack modifiers shown in the special rules section later in this chapter apply to the resistance table roll for intentional knockback. If the target is surprised by the attack, he does not get the benefit of DEX in resisting the attempt.

If the attacker attempts an intentional knockback attack as an 'attack on the run,' which is also explained in the special rules section, he also may add 1 point to the total of his STR plus SIZ for every strike rank of movement in a straight line before hitting the target.

Stunning and Subduing

At times, adventurers will want to subdue, rather than slay, their opponents. There are two principal ways to do this.

A target can be immobilized using the grapple rules in the weapons section of this chapter.

An adventurer may use weapons to stun an opponent if his player states that he is using the flat of the blade or the haft of the weapon to make an aimed blow (see above) at the end of the melee round. The hit location struck will be the head; subtract the value of any protective armor from the rolled damage. Then use the resistance table to attack the number of hit points in the head with the remaining damage. If the resistance roll succeeds, the target is stunned and unconscious. During the bookkeeping phase of each subsequent melee round, that character's player must make a successful $CON \times 1$ roll for his adventurer to recover consciousness.

Improving Weapons Skills

As with other sorts of skills, an adventurer can increase his attack or parry percentages by experience. In the melee weapons table, the weapons are divided into categories such as 'Dagger' or 'Maul.' These categories vary in size. Within each category, an increase in skill with one weapon means that the adventurer gains experience with every weapon in the category. *Example:* your adventurer improves by 3 percentiles his skill with the javelin. If he owns Lance (mounted), Pilum, and/or Short Spear, also write in +3 percentiles for those weapons.

If he must pick up and first use one of these other weapons in a stress situation, your gamemaster may rule that he needs a few minutes to examine and heft that version of the category weapon, or else use it for a few swings, etc., at a reduced percentage. A weapon used in the off-hand (usually the left) begins with a 0.5% base chance.

Except for weapons mutually within a category, experience with one weapon has no significance for any other weapon. Similarly, use of a weapon with one hand does not give experience in using it with the other hand.

Further, though most weapons can be used both to attack and to parry, attacks and parries are separate skills: improvement with Broadsword attack has no relation to Broadsword parry, for instance. It is entirely possible for an adventurer who has received the benefit of many successful experience rolls for both attack and parry in 2H Sword to have a 67% attack and a 43% parry, just because the experience increase rolls have differed greatly.

Increase by Training or Research

Attack and parry skills also increase through training or research, just as do most other skills.

However, in melee weapons training, the attack and the parry for a particular weapon are learned at the same time, learned at the same rate, and the cost in hours is based on whichever of the two skills has a higher hourly cost at the time.

An adventurer can get training in attack/parry for two-handed weapons and for one-handed weapons which are generally used alone (such as the rapier). For weapons generally used with a parrying weapon — usually a shield — an adventurer can choose to be trained to parry with the attack weapon or be trained to parry with the parry weapon. He cannot get both kinds of training for one hourly cost, either in tuition or in training time. He could, of course, train in both for extra time and cash, as long as the 50-hour-per-week training limitation is observed.

If an adventurer wishes to be able to use a 1H weapon in either hand, he must train with the weapon separately for each hand. His player must make additional appropriately-handed weapons entries on the adventurer sheet.

Cormac's Saga *Their lives momentarily safe, Cormac and Signy are taken to gladiatorial school. Signy is instructed in Shortsword, both for attack and parry (so that no shield obstructs the view of her lithe figure), and over six training periods gains 13% in Shortsword attack (roll results of 2, -1, 3, 4, 4, 1,) and 16% in Shortsword parry (roll results of 3, 2, 0, 3, 4, 4). Cormac is trained in 1H Axe and Medium Shield, and over the same time gains 9% in 1H Axe attack (roll results of 1, -1, 2, 0, 4, 3) and 8% in Medium Shield parry (roll results of 2, -1, 0, 0, 3, 4). (Cormac's luck is still uninspiring.) The adventurers learn to please the crowd, and are taught customary ways to survive the ordeals. Both dream of escaping the school at the first opportunity.*

Special Rules

Combat can occur in many different environments and circumstances. This section also lists the different combat results that can occur.

Mounted Combat

Fighting from a riding animal is much the same as combat on foot. The most important difference is to

strike rank cost for movement. Effectively, a riding character does not have to spend strike ranks on movement — his animal is doing that for him. But there are other procedural alterations.

Special Hit Locations

In mounted combat, hit location rolls or hit locations may change because of relative height.

Foot Soldier Targets

A mounted warrior striking downward with a one-handed weapon effectively hits only the top half of the target. Use the melee hit location table, but roll 1D10+10 to determine the location hit in this situation.

Hit Locations of Mounted Targets

For a warrior on foot who is striking up with a one-handed weapon at a mounted target, roll on the melee hit location table. If attacking from the side, a result indicating an opposite-side hit location means that the riding animal, not the rider, took the blow—either in its forequarters or hindquarters, whichever is closer to the weapon of the attacker.

Further, a result of 19 is a hit on the target's arm closest to the attacker, rather than the target's head.

Cormac's Saga *Cormac's old friend Churchak the Scythian, and new friend Nikolos of Byzantium, sneak Cormac and Signy out of the gladiatorial pens. As they make their way out, they are surprised by a mounted guard.*

As Cormac rushes forward, the guard hacks down at him, nominally hitting Cormac's leg. However, from horseback the rolled 4 becomes 14, the right arm. Cormac successfully parries, while Churchak's arrow (in the guard's unarmored chest) takes that worthy out of the fight.

Mounted Weapons Limitations

A mounted adventurer can use no weapon at a skills percentage greater than his Riding percentage. Thus, if Cormac is 85% with Sword, but only 40% with Ride, while mounted he can use a sword only at 40%.

Cormac's Saga *The four friends decide Churchak should ride the guard's horse, since the Scythian has proven his high skill with horses.*

Prohibited Mounted Weapons

No adventurer can use a two-handed hacking weapon (such as a greatsword or halberd) while mounted.

Special Weapon: the Lance

The Lance is essentially a pike-sized weapon which can be used one-handed when it is tucked under the arm of a rider. It must be used two-handed (and often was) if the rider dismounts. Strike rank for a Lance is essentially zero, plus whatever strike ranks it takes the mount to reach the target. DEX and SIZ of the user have no effect on Lance use. If another weapon, such as a 1H or 2H spear, is used like a Lance, the weapon's strike rank does count towards the strike rank of the attack.

A lancer cannot both Dodge and use the Lance to attack, though he could both Dodge and parry with a shield, ignoring the Lance.

Unlike any other weapon, a Lance used in a charge may take its damage modifier from the animal ridden, not from the wielder. *Example:* if employed from the back of a horse with a 3D6 damage modifier, 3D6 would be added to the damage done by the Lance. In order that the animal's damage modifier be used, the mount must charge at a trot or faster for one full melee round. Otherwise the wielder's damage modifier must be used.

Cormac's Saga *Churchak lends his bow to Signy, who otherwise has only a sword, then rides ahead as scout. Seeing two guardsmen with pikes approaching, he couches Cormac's Short Spear and charges. His mount has enough distance in strike ranks that it can be charging before reaching the targets.*

Churchak and mount smash into one of the guardsmen on strike rank 7, doing 1D8+1 damage with the Short Spear and 3D6 more damage because of the horse's damage modifier.

Set Spear Versus Charge

The damage modifier of a charging animal may be adverse to it. Long Spears, among others, can be braced against the ground ('setting the spear') to meet a charging animal. If it hits the animal, it does the weapon's damage plus the damage bonus of the animal. Its strike rank is effectively zero, increased only by the strike ranks required for the animal's movement. A spearman cannot parry or Dodge while setting his weapon.

A Pike will always strike before a Lance; all other spears will strike after a Lance.

Cormac's Saga *The second guardsman dropped back and set his Pike when Churchak charged. On strike rank 8 of the same round, he hits Churchak's horse in the forequarters with the pike. The horse takes 1D10+1 from the Pike, and 3D6 from its own damage bonus. It goes down, wild-eyed and screaming, but Churchak jumps free safely. Meanwhile Churchak's friends have arrived: Nikolos has prepared a magic spell, with which he dispatches the second guard.*

Restrictions on Large Shields

A mounted adventurer cannot employ Viking Rounds, Kite shields, or Hoplite shields on both sides of his riding animal. Such shields will protect the shield-side of the character, but cannot be swung to the weapon-side of the beast — such protection is physically too long to easily move from side to side.

Unfavorable Environments

While most adventurers would as soon always fight man-to-man in an open flat field at high noon, fate prevents this. Warriors and soldiers must attack and parry under many conditions, all of which influence their skill with weapons and whether or not they stay alive. The following special rules deal with many such situations.



Cormac and Friends Flee Masillia. Churchak (not shown) leads Cormac, Nikolos, and Signy from the arena pens. In the background, a guard yells for help (and a healer).

Darkness

There are two forms of darkness—the pitch-blackness of the cave, and the dimness of ordinary night. The gamemaster may rule that the night is unusually light or dark, and thereby adjust the rules to his taste.

While fighting, a candle, torch, or lamp cannot be held in one hand to provide illumination, unless that hand is not used for attack or parries.

Pitch-Black Darkness

In complete darkness, the attack, parry, and Dodge of an adventurer with normal eyesight each equal his normal ability minus 75 percentiles. If this results in a negative number, he will still have the usual 5% chance of success.

Possibilities of an impale, a critical success, a fumble, and so on are also reduced. When in darkness the 100% attack of a master spearman is reduced to 25%, his impaling chance is 5%, and his chance for a critical success is only 1%. He will fumble on a result of 97-00.

The Darkness of Night

If a character is fighting in the darkness of night or in night-like conditions (perhaps in a cave illuminated by a distant torch) the gamemaster must decide upon an appropriate number of percentiles to subtract from a successful attack, parry, or dodge. We recommend a range of 05-70 percentiles.

Lighting the Darkness

Candles: A candle is a stick of wax with a central wick which burns. A *RuneQuest* candle will burn for approximately two game hours. A candle illuminates a 1-meter radius sufficiently to read by and use Search skills normally. It can be seen at a much greater distance and will provide enough illumination to Search by, with a 5 percentile reduction to the skill roll for every meter of distance away from the candle. This is a cumulative modifier with any terrain features.

A slight breeze will extinguish a candle. If dropped, a candle will go out when the gamemaster rolls 51-00 on D100: this roll should be made every melee round until the candle extinguishes or until someone puts the candle upright.

Torches: Torches are sticks which burn at one end. Torches which can burn for more than a game minute have some flammable substance on the head of the stick, possibly a wrapping of oil-soaked rags. A *RuneQuest* torch will burn for approximately one game hour. A torch held at shoulder height sufficiently illuminates a 10-meter-diameter area to read by and to perform a Search skill normally. If laying on the ground, it illuminates 3 meters this well. A torch is visible for hundreds of meters, and modifies a Search skill roll in the same manner as candles when the skill is performed outside the normal illumination radius.

If dropped, a torch will go out when the gamemaster rolls 96-00 on D100. This roll should be made each melee round until the torch dies or until someone puts the torch upright.

Lantern: A lantern is a small ceramic or metal box equipped with reflectors and shutters which can direct or withhold a shaft of light from a light source within. When the shutters are open, the lamp can illuminate an area 3 meters square at 10 meters distance with sufficient light to read by and to normally perform a

Dropped Oil Lamp Table

roll D100	result
01-30	Light is extinguished; lamp is unharmed.
31-70	Lamp continues to burn unharmed; roll for random beam direction.
71-75	Lamp breaks and is no longer usable. Oil spreads over to the floor, leaving slick surface. Wick continues to burn with brightness of candle.
76-85	Lamp breaks irreparably and spreads oil over floor, leaving slick surface. Wick goes out.
86-00	Lamp breaks and spreads burning oil across floor; treat flames as a small fire (see The World chapter).

Search skill. Such a beam can be seen at great distances. Used outside the beam, the Search skill suffers a 10-percentiles reduction for every meter outside the edge of the light.

A lantern may use a candle as a light source; in a high wind, such a lamp has a 25% chance of going out each melee round unless totally shuttered. A lamp candle will burn for approximately one game hour. An oil lamp with wick will not go out except in a major gale, and will burn for approximately two game hours before the oil is exhausted. Oil lamps are dangerous if dropped.

Underwater

The main problem underwater is breathing—for those rules see the asphyxiation rules in The World chapter. But fighting underwater poses other problems. (1) All slashing weapons and crushing weapons are basically useless, as are all missile weapons except specially constructed crossbow-like spear guns. (2) Only thrusting weapons and knives are useful underwater. (3) Treat all blows as if the target had 3 points of additional armor. This "armor" is good even against critical hits, and simply simulates the slowing effect of water upon any violent activity. (4) Fighting underwater doubles the normal fatigue loss per melee round.

High Ground

An adventurer who is standing at least half-again higher than his target has a high ground advantage. This means that his player may subtract one strike rank from his adventurer's hand-to-hand weapon attacks against a downhill foe and adds one to all hit location rolls for his attacks. Any roll over 20 equals 20. The adventurer also has a 10-percentiles-greater chance to succeed both with attacks and with parries. Mounted adventurers fighting footmen gain the advantages of high ground.

Cormac's Saga *Signy and Cormac, confronted by more guards, jump onto an abandoned wagon and make their stand. The guards, mere militia, have little chance against two trained and battle-tested gladiators. When Cormac lands an axe blow on the head of one (his player rolls an 18 for hit location, which translates to 19 in this situation) and knocks the guard out, the other three leave.*

Narrow Passageways

A fighter needs a 1-meter radius around him to fight comfortably with any melee weapon. If he has less room than that, he is reduced to half effectiveness with any SR 0 or 1 weapon except for spear/pike attacks. If he has less than a half meter radius around him, he is reduced to half effectiveness with all SR 2 weapons as well. If fighting in a small enclosed area, with no air circulation, a fighter also suffers double his normal fatigue loss per melee round.

Covered Targets

If a target is partially covered by a wall, doorway, window ledge, fencepost, etc., any hit on a covered hit location lands on the cover instead. See the inanimate objects section in the World chapter for damage to the cover.

Cormac's Saga *Separated from his friends, Nikolos upsets a baker's cart and is attacked with a club by the enraged delivery boy. Cowering behind the upturned cart, Nikolos is saved from a nasty blow to the rump when the gamemaster rules that the cart is protecting that part of his anatomy. Instead the delivery boy has smashed his own cartwheel. The boy wails that the baker will kill him, and breaks into tears. Nikolos hesitates, then swiftly reforms the rim as though the wood was as limber as willow; in two melee rounds the wide-eyed boy sees a rim as good as new. The sorcerer scurries off to find his friends while the boy brushes off loaves of bread and continues on his way.*

Three-Dimensional Combat

Occasionally an adventurer may fly and fight at the same time. Unless the adventurer naturally flies, he will be unused to fighting in three dimensions. He probably will also be riding a flying animal.

Just as when riding an earth-bound steed, a character's ability with any weapon skill will be no better than his Riding skill on that particular animal.

When flying, any chance to hit is also modified for movement. Subtract 10 percentiles from the chance to hit; also subtract or add any appropriate modifiers found on the attack chance modifiers table.

Attack Chance Modifiers Table

All effects are cumulative, but no matter how many negative modifiers apply, never reduce the attack chance below 5%.

Positive Percentiles	Effect
+25	Target helpless.
+20	Target surprised during non-combat or knocked down.
+10	Target surprised during combat.
+10	Attacking from target's unshielded side or from behind.
+10	Prepared attack (one melee round delay to aim just right).
+10	Attacking from above target.
+05	Per 10 SIZ points that the target is over SIZ 20.
Negative Percentiles	Effect
-75	Target cannot be seen, or sensed by darksense or other such senses.
-20	Attacker has been knocked down.
-10	Target moving (if attacking with missile weapon).
-10	Per SIZ point which target is below SIZ 4. <i>of over 10 dif</i>
-10	Attacker is riding a moving animal/vehicle.

Cormac's Saga *At a postern gate in the city wall, Cormac and Signy find only one guard. Cormac successfully Sneaks up on him and strikes with his axe. His chance is high already, and the extra*

20 percentiles added for surprise ensures his success. Cormac's player rolls a critical success. The guard silently collapses and dies. The way out of Massilia is open.

Attacks and Parries Over 100%

An adventurer who has increased an attack and or parry skill to 100% or more can split that attack or parry, giving him or her a second major advantage beyond the increase in chance for special and critical skill rolls.

To split an attack or parry, divide the actual percent chance to succeed by two, round up any fractions, then make two separate attacks or two parries with the same weapon, resolving each using one of the two halved chances for success. The strike rank for the first attack will be the normal one for the weapon; the strike rank for the second will be the first strike rank plus 3. An attack cannot be split to attack the same target twice — the attacks must be against separate targets, though the parries may parry the same attacker.

Cormac's Saga *In gladiator school, Cormac increased his DEX to 12. This, with his SIZ of 12, gave him a base strike rank of 5. He increased his battleaxe ability to 102%. With this weapon, his strike rank is 7 because the battleaxe is a strike rank 2 weapon.*

In the arena, he was once matched against two novice fighters. Wishing to make a quick end to the fight, he split his attack, attacking each at 51%. One of the novices was faster than Cormac and attacked at strike rank 6. He hit, but the experienced Pict is 74% with his shield and easily parried. No damage got through. Cormac was faster than the other at strike rank 7 and hit him, rolling a 38. The other missed the parry and took a crippling blow to his leg. He was out of the fight. Cormac then attacked the other novice at strike rank 10 and hit again, rolling 43 this time. The novice missed his parry and was also crippled by one of Cormac's mighty blows. The crowd jeered at such a quick fight.

Critical Hits and Critical Parries

Critical Success Attack Roll

If a player rolls a critical success for one of his adventurer's attacks ('critical hit' is a briefer term for the achievement), then the adventurer has managed to get a blow, missile, etc., past any armor or other protection the target has and do damage to what the protection should have guarded. The weapon used in the attack automatically does the most damage possible to it (a broadsword would do 9 points, for instance), added to the adventurer's damage modifier. Though the target's armor may not subtract anything from this damage, a successful parry by the target will block the amount of damage it normally would — only any damage beyond that amount will affect the target.

Critical Parry Roll

A critical parry will always block the entire damage done by the blow parried, even if it is a critical Attack. The parrying weapon will take no damage.

Special Success from an Attack Roll

As described in the Game System chapter, it is possible to get a special success result from an attack roll which is 20% (1/5) or less of the maximum possible successful D100 roll for a particular attack (after all combat modifiers have been applied). If Cormac has a 55% chance of hitting something with his spear, then on a roll of 11 or less by his player he receives a special success hit ('special hit'). But for thrusting and missile weapons, see the impale section just below.

The Impale

For thrusting and missile weapons such as spears, shortsword, arrows, and sling stones, a special success result indicates that the adventurer's weapon has impaled the target, activating different rules.

When a weapon enters deeply the body of a victim, perhaps even partially emerging from the other side, the weapon is said to have impaled. An impale does extra damage to the target; further, the impaling weapon may become stuck within the body, perhaps caught on a bone, etc.

If the blow failed to penetrate the armor of the target, it is not stuck and there is no need to specially extricate it.

Impaling Damage

An impale does twice the weapon's normal rolled damage. Therefore an impaling blow with a Shortsword does 2D6+2 damage points, not the normal 1D6+1. If the impaling adventurer has a damage modifier, it is rolled normally and added to the damage. Any magical addition to the damage is only added once. Only the weapon damage dice are doubled.

If the impale is also a critical success, then the maximum possible impaling damage (14 points in the case of the Shortsword) is done to the victim. Earlier in this chapter, when Signy fought the lion, she impaled with her dagger and did twice the dagger's maximum damage ($2 \times 6 = 12$ points), plus her normal rolled damage modifier.

An impaled adventurer cannot be healed until the impaling weapon is removed. If he moves, he will take half the normal weapon damage directly to his hit location because the extruding weapon is catching on nearby walls, quivering in and widening the wound, etc.

Removing an Impaling Weapon

An impaling weapon may be stuck in the body of the target. If the impaler's player successfully rolls twice or less his adventurer's chance to impale (40% of the attack chance for the impaling weapon), then the adventurer can pull out his weapon 3 strike ranks after the impale. Otherwise the weapon is stuck.

Each melee round afterwards, the character has the same chance of retrieving his weapon unless he concentrates totally on extracting it, ignoring any attacks on himself. In this case he has his full attack chance to extract the weapon but he is effectively a helpless target according to the attack chance modifiers table.

Whether or not the player of the impaling adventurer is lucky in rolling the dice to help his adventurer

get his weapon back, the gamemaster should assume that any weapon can be pulled out after five melee rounds. If the character fumbles the retrieval, the weapon breaks.

Parrying an Impale with a Shield

Even though the attack may have penetrated through a shield to damage the shield holder, if a shield blocks an impaling attack, the attacker's weapon is stuck in the shield if the attacker's player fails the retrieval roll. This has effects which depend on the Encumbrance of the impaling weapon.

If the weapon has an ENC of more than 2 or if the impaler is still clutching the weapon, the shield is useless until the shield user can remove the weapon or break it off. (He can break it by damaging it directly until its armor points are gone.) If the impaler is still holding the impaling weapon, then killing the impaler is at least a start toward a solution.

If the weapon has an ENC of 1 or 2 and the impaler is not holding onto the impaling weapon, the shield-user can employ that shield only at half his normal attack and parry percentage until the impaling weapon is somehow removed.

If the weapon has less than 1 ENC, then the shield is unaffected until enough weapons to add up to an ENC of 2 or more are in the shield. Then they will affect the shield as if they had an ENC of 1 or 2. If enough small weapons stick in the shield to equal an ENC of 4-plus, the shield is useless until the weapons are removed.

Removing an Impaling Weapon

If a character has been impaled, wants to remove the weapon himself, and is not incapacitated by having taken too much damage, he can determine his percentage chance of removing the impaling weapon by adding his current STR plus CON, subtracting the ENC of the weapon(s), and multiplying that number by 2%.

Cormac's Saga

A spear thrown from the darkness impales Churchak.

The roll is 16 points of damage, but he gets his own spear in the way for a parry (which takes away 10 points of the damage) and his armor blocks three more. He takes 3 points of damage in the left leg.

After Signy kills the lurking guardsman, there are no other foes in sight. Churchak can try to remove the spear. His current STR is 15 and his current CON is 12. The spear is a standard Long Spear, which has an ENC of 2. The calculation is 15 plus 12 minus 2, which equals 25. This result times 2% yields a 50% chance that he can remove the spear so that Signy can heal him. His player rolls 43, and the spear pulls free.

Special Knockback

When smashing or slashing weapons such as broadswords or maces score a special success, the target is knocked back one meter for every 5 points of rolled damage (as opposed to knockbacks from normal hits which only use the damage in excess of SIZ.) If the target's player does not make a successful DEX $\times 5$ roll for his character, the character will also fall down. Use the standard knockback rules to determine further injury by incidental collision with intervening obstacles.

The Fumble

By their nature, fumbles are individual and bizarre events. The following tables are based on the strange and silly things which have happened on the tourney fields and battle grounds of the Society for Creative Anachronism, where even the best fighters proved all too human at times. As in that live simulation, *RuneQuest* fumbles liven play and provoke memorable incidents.

When a fumble occurs, the fumbling player must roll D100 on the appropriate fumble table and apply

Natural Weapons Fumbles

D100 Results

01-05	Lose next Dodge.
06-10	Lose next attack.
11-15	Lose next Dodge and parry.
16-20	Lose next Dodge, parry, and attack.
21-25	Lose next 1D3 melee rounds: initiate no action nor parry.
26-30	Lose next 1D6 attacks.
31-35	A armor or clothing strap breaks: roll to determine hit location.
36-40	A armor or clothing strap breaks: roll to determine hit location and lose next melee round as per entry 21-25.
41-50	Fall: lose Dodge and parry this round.
51-60	Fall and twist ankle: lose 1 meter of movement per strike rank for 5D10 melee rounds.
61-70	Vision impaired: lose 25 percentiles for attacks, parries, and Dodges for 1D3 melee rounds.
71-73	Vision impaired: for 1D4 melee rounds, lose 50 percentiles on attacks, parries, and Dodges.
74-75	Vision blocked: fumbler cannot see for 1D3 melee rounds.
76-80	Distracted: all foes may attack at +25 percentiles during the next melee round.
81-85	Miss an attack, and strain a muscle: lose 1 hit point in the attacking limb and 3 fatigue points.
86-90	Hit nearest friend: do regular rolled damage. If no friend is near, apply as per entry 81-85.
91-94	Hit nearest friend: do maximum rolled damage. If no friend is near, apply as per entry 81-85.
95-96	Hit nearest friend: do critical damage. If no friend is near, apply as per entry 81-85.
97-98	Hit self: do maximum rolled damage.
99	Blow it: roll twice on this table and apply both results.
00	Blow it badly: roll three times on this table and apply all three results.

the result. If the player's result seems inappropriate to the situation, the gamemaster either should supply a similar fumble or have the player reroll.

There are three fumble tables; use the one most appropriate to the action. Gamemasters should notice that the natural weapons table is intended to guide the actions of intelligent humanoids—it can be no more than peripherally useful for bears, wolves, and so on.

Cormac's Saga *Churchak is almost at the postern gate when the partner of the guard Cormac slew appears. Churchak rushes him with a spear, but his player fumbles the attack. Rolling on the melee fumble table, Churchak's player rolls a 17—lose next attack, parry, and Dodge. While Churchak gets untangled from his spear, the gamemaster rolls a 12 for the*

guard, an impale with the spear. He hits Churchak in the abdomen. The brave Scythian falls, mortally wounded.

Special Melee Tactics

Close Combat

An adventurer wielding a short weapon will usually be at a strike rank disadvantage to a foe with a longer weapon (because he usually must swing later in the melee round) unless he can get close to his opponent. Fighting Shortsword against Greatsword for instance, it is possible for the Greatsword user to keep the other at a distance and continue to get the benefit of the smaller weapon strike rank modifier (and the earlier swing each melee round).

Combined Melee Weapons and Parry Weapons Fumble Table

D100 Nature of Fumble; Effect on Fumbler

01-05	Lose next parry.
06-10	Lose next attack
11-15	Lose next attack and parry.
16-20	Lose next attack, parry, and Dodge.
21-25	Lose next 1D3 attacks.
26-30	Lose next 1D3 attacks and parries.
31-35	Shield strap breaks: shield immediately falls.
36-40	As 31-35 above, and also lose next attack.
41-45	Armor strap breaks: roll for hit location from where the armor fell.
46-50	Armor strap breaks: as 41-45 above, and also lose next attack and parry.
51-55	Fall: lose parry and Dodge this round, and take 1D3 melee rounds to get up.
56-60	Twist ankle: halve movement rate for 5D10 melee rounds.
61-63	Twist ankle and fall: apply both 51-55 and 56-60 above.
64-67	Vision impaired: lose 25 percentiles from attacks and parries; fix helmet or clear eyes in 1D3 unengaged melee rounds.
68-70	Vision impaired: lose 50 percentiles from attacks and parries; fix helmet or clear eyes in 1D6 unengaged melee rounds.
71-72	Vision blocked: lose all attacks and parries; fix helmet or clear eyes in 1D6 unengaged melee rounds.
73-74	Distracted: foes attack at +25 percentiles effectiveness for next round.
75-78	Attack —weapon dropped: recover in 1D2 melee rounds. Parry —parrying weapon or shield dropped: recover in 1D2 melee rounds.
79-82	Attack —weapon knocked away: roll 1D6 meters for distance, 1D8 for compass direction, and recovery time of 1D3+1 melee rounds. Parry —parrying weapon or shield knocked away: roll 1D6 meters for distance, 1D8 for compass direction, and recovery time of 1D3+1 melee rounds.
83-86	Attack —weapon shattered: 100% chance if unenchanted, subtract 10 percentiles from chance per point of spirit magic or sorcery on weapon; subtract 20 percentiles from chance per point of divine magic on weapon. Parry —parrying weapon or shield shattered: 100% chance if unenchanted, subtract 10 percentiles from chance per point of spirit magic or sorcery on weapon; subtract 20 percentiles from chance per point of divine magic on weapon.
87-89	Attack —hit nearest friend for rolled damage; hit self if no friend is near. Parry —wide open: foe automatically hits for rolled damage.
90-91	Attack —hit nearest friend for maximum rolled damage; hit self if no friend is near. Parry —wide open: foe automatically hits for rolled damage.
92	Attack —hit nearest friend for maximum rolled damage and ignore any armor; hit self if no friend is near. Parry —wide open: foe automatically hits for rolled damage.
93-95	Attack —hit self: do rolled damage. Parry —wide open: foe automatically hits for rolled damage.
96-97	Attack —hit self: do maximum rolled damage. Parry —wide open: foe automatically hits for rolled damage.
98	Attack —hit self: do maximum rolled damage and ignore any armor. Parry —wide open: foe automatically hits for critical success with weapon.
99	Attack or Parry —blow it: roll twice on this table and apply both results.
00	Attack or Parry —blow it badly: roll three times on this table and apply all three results.

Fumbles for Missile Weapons

<i>D100</i>	<i>Result</i>
01-10	Lose next attack.
11-20	Lose next 1D4 attacks.
21-30	Lose next 1D3 melee rounds for any activity.
31-40	Weapon strap breaks: lose melee weapon.
41-50	Armor strap breaks: roll for hit location to determine which piece breaks and falls.
51-60	Armor strap breaks: as per entry 41-50, and neither initiate action nor parry in the next melee round.
61-65	Fall to ground.
66-70	Vision impaired: lose 50 percentiles from all attack chances for 1D3 melee rounds.
71-73	Vision blocked: cannot see for 1D3 melee rounds.
74-80	Drop weapon: weapon lands 1D6-1 meters distant.
81-85	Weapon shatters: 100% chance if unenchanted, -10 percentiles per point of spirit magic or sorcery on weapon; -20 percentiles per point of divine magic on weapon.
86-89	Hit nearest friend: do regular rolled damage. If no friend is near, apply as per entry 81-85.
90-92	Hit nearest friend: do impaling damage. If no friend is near, apply as per entry 81-85.
93-94	Hit nearest friend: do critical damage. If no friend is near, apply as per entry 81-85.
95-98	Blow it: roll twice on this table and apply both results.
99-00	Blow it badly: roll three times on this table and apply all three results.

In the first melee round, a combatant with a shorter weapon can act on his normal strike rank. To close with his opponent, the closer's player must state that his adventurer is moving in on the other during the next melee round. In the next melee round, the adventurer must add one to his normal strike rank.

The longer-weapon user may take his normal strike rank, and allow the other to close on him, or his player may state his adventurer's intention to step away from the attack, and thereby add one to his strike rank as well. The latter means that the two combatants end up in the same relationship in which they started the melee round. A long-weapon user can always keep a short-weapon user at a distance, as long as the former is capable of moving.

If a long-weapon user cannot or will not maneuver, the short-weapon user can close with him. The short-weapon user then gets the benefit of closing.

Closing Against a Long Weapon.

Once an attacker has closed with an opponent using a longer weapon, he will always get first strike, irrespective of strike ranks. Moreover, though the longer-weapon user may parry, attack, or Dodge, he may perform only one such alternative. Normally an adventurer may do two of those three actions in the same melee round. These benefits apply to anyone closing on someone using a weapon with a lower strike rank than the closer's weapon.

If, for whatever reason, one long-weapon user closes with another, they both labor under the one-out-of-three limitation noted in the preceding paragraph, but they strike at normal strike ranks.

Disarm

In a combat, an adventurer may at any time declare that he is striking at his opponent's weapon instead of the opponent himself — perhaps to disarm an opponent, or simply to render him unprotected for later blows. If the opponent is parrying with the designated weapon, he will automatically parry if the attacker succeeds in such an attack.

The attacker has his normal chance of success if the target weapon is a strike rank 0 weapon. His chance is reduced by 10 percentiles if it is strike rank 1 weapon, 20 percentiles if it is strike rank 2 weapon, and by 30 percentiles if it is a strike rank 3 weapon. If the attacker hits the target weapon, he may attempt one of the following actions.

He may strike to damage the weapon. In this case, all of the damage done which exceeds the armor value of the target weapon is absorbed by the armor points of the weapon (rather than the usual 1 point of damage). Two or three such blows will usually destroy a weapon. Such damage cannot be done with a weapon meant only for thrusting, such as a spear or dagger.

He may hit with the flat of the weapon and match his rolled damage against the STR of the target weapon's user (or his STR $\times 1.5$ if the weapon is held with two hands) on the resistance table. If the attack succeeds, the target weapon is knocked from the user's hand and flies away a distance in meters equal to the difference between the damage done and the STR of the user (if the STR is greater, the weapon lands at his feet). If the attack is unsuccessful, there is no effect on the struck weapon. This attack cannot be attempted with a short weapon meant only for thrusting (such as a dagger), but it can be used with spears, clubs, or quarterstaves to slap away opponent's weapons.

He may attempt to entangle the target weapon with a flexible weapon. Some weapons (whips, lassoes, flails, etc.) can wind around a defending weapon to disarm an opponent. To achieve this, the attacker's player will have to roll a special success hit. If he can, his adventurer has entangled the defender's weapon; if the player can succeed with a STR versus STR roll on the resistance table, his adventurer can wrench the target weapon out of the defender's hand.

Of course, if unsuccessful the entanglee may also attempt a STR versus STR roll and a success will let him take the entangling weapon out of the entangler's hand. If the entanglee retains his weapon and takes the entangling weapon out of his attacker's hand, his

ability with the weapon is restricted, just as if it were a shield with an ENC 2 weapon impaled in it.

He may use a swordbreaker against the weapon. Viking Shields, Sais, and some specially-made weapons can be used to catch an enemy edged weapons if the player can roll a special success parry against an attack. Then the parrying adventurer either may treat the situation as if his weapon has entangled the attacking weapon as in the option above, or rely on the resistance—pitting his STR against the armor points of the attacking weapon. If the swordbreaker ploy succeeds, the weapon breaks. Adding a swordbreaker option onto a regular weapon such as a broadsword doubles the cost of the weapon.

Moving and Melee

Normally an adventurer cannot attack in a melee round if he has moved and does not have enough strike ranks remaining for an attack after moving. Nor can an opponent attack him after he arrives if the opponent then hasn't enough strike ranks left for an attack. Under some conditions, however, it is possible both to attack while moving and to attack a moving target.

Attacking on the Run

A moving adventurer may perform one of the three combat actions—attack, parry, or Dodge—while moving if that is all he does in the melee round. He cannot perform more than one of the three alternative. He also must slow down by 1 meter per strike rank (a human would be able to move only 2 meters per strike rank, for instance). This slowing is cumulative to any reduction in speed caused by magic.

If the moving adventurer wants to attack, he must do so on or after his DEX strike rank plus the strike rank for the weapon. Because he is moving, the benefits and restrictions of SIZ do not apply.

Opportunity Melee

A stationary character who sees an opponent running in his general direction may use a form of opportunity fire to strike at the foe as he passes. Since the foe is moving, the attacker loses 10 percentiles from his attack chance. The attacker can parry or dodge normally, as well as attack.

Since a moving target negates any benefit or disadvantage of SIZ, the attacker's strike rank will be his DEX strike rank plus his weapon strike rank modifier. The attacker can also aim his blow by waiting until the end of the melee round to strike using half his normal attack chance (then subtracting the 10 percentiles from above).

Disengaging From Melee

An adventurer caught in melee who wishes to escape must spend one melee round attempting to disengage. In that round he can do nothing but parry and Dodge. After that round he may move as he desires, if he still can. Remember that he can start moving in the next round on his DEX strike rank. The same situation obtains for opponents who both are mounted.

If the disengaging adventurer is on a riding animal and his foe is not, the mounted adventurer need only spend half a melee round Dodging and parrying, and

may then ride away. Only fast footmen with long weapons can get a swing or a thrust at a disengaging cavalryman.

A footman cannot disengage from a mounted opponent unless he can hide, teleport, and so on.

If an opponent can strike before the disengaging character escapes, he gets the attack modifier for striking at an opponent's back.

Weapons

Combat demands weapons, even if the weapons can only be natural items like a man's fist, the nearest tree-branch, or a streamside rock.

The main kinds of *RuneQuest* weapons are 'melee' and 'missile.' These weapons differ in concept: melee weapons are designed to be used to parry as well as to attack, while missile weapons are normally used beyond weapon-length range and have no designed capacity to parry.

Melee Weapons

A melee weapon is meant for close combat, with the combatants no more than a weapon-length apart. Some melee weapons are primarily attack weapons, with an incidental ability to block damage; others are primarily defensive weapons, negating much damage but poor at damaging an opponent.

A melee weapon will be in one of three general classes: hand-held weapon, natural weapon, or impromptu weapon. A missile weapon either will be a personal missile weapon or an engine (which needs a crew to use).

Special Uses of Melee Weapons

Two-Weapon Use

When an adventurer uses two weapons, such as a sword and shield or a rapier and main gauche, he may perform one action with each of them, as long as he does not Dodge in the same melee round: he may attack twice, parry twice, or attack with one weapon and parry with the other.

If he is attacking with two weapons, his first attack will be on his normal strike rank with the weapon, and his second attack will be three strike ranks after the first attack. If he does not have enough strike ranks to accomplish this, he cannot make two attacks.

If he is parrying twice, he can parry two different attacks, but he cannot parry the same attack twice.

Two-Handed Weapon Use

An adventurer with a two-handed weapon may use it to attack once and to parry once. If he is Dodging, he must give up one attack or parry. He cannot perform two attacks or two parries.

Natural Weapons

Natural weapons are those which are part of the body of a combatant. A human's fist and foot are natural weapons, for instance, and a human's hands are natural weapons when used for grappling.

Other creatures, intelligent or not, have natural weapons such as claws, fangs, prehensile tails, stings, and horns. Some, such as dragons, even have natural missile weapons.

Fist and Kick

Attacks: Fist and Kick attacks are just like attacks with melee weapons. A human fist does 1D3 damage. A human kick does 1D6 damage. Everyone starts with a fist attack percentage of 25, and a kick percentage of 15.

Parries: A humanoid adventurer may parry with a fist as he would with any weapon. The usual rating for a fist is 3 points, in addition to any armor which the adventurer might have on his arm. The hit points of

the fist parry are the adventurer's hit points in that hit location, and everything surpassing his fist armor points will go directly to both his arm location hit points and his total hit points.

Grappling

Grappling is a natural weapon skill for wrestling with a foe. The base chance is found in the natural weapons list. A successful grapple attack catches a foe's random hit location. A successful parry with a weapon means that the weapon arm was caught instead; a successful shield parry indicates that the shield has been caught. However, dodge can be applied against the initial attack with this skill, and a parry with fist or grapple percentage will mean the hold was blocked. After the initial attack (if it is successful) strike rank should be

Melee Weapons Table

Weapon Category	Weapon	Damage	STR/ DEX	ENC	BS%	Armor	SR	Price
Axe, 1H	Battleaxe	1D8+2	13/9	1.0	10	8	2	100
	Hatchet	1D6+1	7/9	0.5	10	6	2	25
Axe, 2H	Battleaxe	1D8+2	9/9	1.0	05	8	2	100
	Great Axe	2D6+2	11/9	2.0	05	10	1	120
	Halberd@\$	3D6	13/9	3.0	05	10	1	250
	Poleaxe	3D6	11/9	2.5	05	10	1	150
Dagger	Dagger	1D4+2	-/-	0.5	15	6	3	33
	Knife	1D3+1	-/-	0.2	15	4	3	10
	Main Gauche	1D4+2	-/9	0.5	10	10	3	55
	Sai	1D6	-/11	1.0	05	10	2	60
Fist	Cestus, Heavy	1D3+2	11/-	1.5	15	8	3	100
	Cestus, Light	1D3+1	7/-	1.0	15	4	3	100
	Fighting Claw	1D4+1	7/9	0.1	15	-	3	100
Flail, 1H	Ball & Chain	1D10+1	11/7	2.0	05	8	2	250
	Grain	1D6	9/-	1.0	10	6	2	10
	Three Chain	1D6+2	9/13	2.0	05	10	2	240
Flail, 2H	Military	2D6+2	9/-	2.5	05	10	1	240
Hammer, 1H	Warhammer@	1D6+2	11/9	2.0	10	8	2	150
Hammer, 2H	Great Hammer@	2D6+2	9/9	2.5	05	10	1	250
Mace, 1H	Heavy Mace	1D10	13/7	2.5	15	10	2	220
	Light Mace	1D8	7/7	1.0	15	6	2	100
	Singlestick	1D6	7/9	0.5	15	5	2	10
	Wooden Club	1D6	-/7	0.5	15	4	2	4

Definitions of Headings

Category: Adventurers trained in a category of weapon will gain equal percentiles in all weapons in that category. Some weapons appear within more than one category (such as bastard sword), and must be trained for separately by category.

Damage: The weapon does this damage when it strikes. Add as well the adventurer's damage modifier to establish the total damage done.

STR/DEX: This is the minimum STR and DEX necessary for an adventurer to use that weapon. Every point of each characteristic which he or she is short of the minimum reduces his or her chance to hit by 5 percentiles.

ENC: The approximate number of kilograms the item would weight, with some adjustment for extra clumsiness of particular weapons.

Base %: This is the base chance for a successful weapon attack by someone who has not used that category of weapon before. If previous experience gives the adventurer additional ability with the weapon, add that percentage to the adventurer's manipulation skills modifier for attack and his agility skills modifier for parry.

AP: Armor points which the object has. As with any weapon, the armor points decrease by one each time the object's armor points are exceeded by a blow.

SR: The weapons strike rank modifier. Combine it with the adventurer's melee (or base) strike rank to determine on which melee round strike rank the adventurer may use the weapon.

Cost: The cost of the weapon in pennies at the place of manufacture.

based on DEX alone, without consideration of SIZ or weapon length.

After a successful attack, the grappler may attempt to immobilize the limb grasped, or throw the foe in the next melee round. To do so he must make another successful grapple attack, and follow the additional rules given in the paragraphs below. Failure with the second grapple roll means his hold has been broken.

To immobilize a limb, the attacker's player must also succeed in a STR versus STR roll on the resistance table. If this roll is not made, his adventurer still holds the limb, but it is not immobilized.

To throw a foe, the adventurer's player must roll on the resistance table. The roll matches the adventurer's STR plus DEX versus the SIZ plus DEX of the foe. Failure of this roll means the adventurer did not manage to throw his foe, although he still maintains his grip.

If thrown, an adventurer must make a DEX \times 5 roll on D100 or suffer 1D6 in a random hit location. Armor will protect against this damage.

When foes wrestle each other, two successful attacks mean that they have grasped each other. Two successful immobilizations (one for each) may either mean nothing was accomplished (if they are contradictory) or that both succeeded. A result of two throws cancels—no one is thrown. An attempt to immobilize should be resolved before an opponent's attempt to throw.

Claws, Fangs and Other Natural Weapons

Most creatures with natural weapons such as claws, stings, etc. use them as a human would use a weapon. The strike rank for all natural weapons is 3.

Melee Weapons Table (Cont.)

Weapon Category	Weapon	Damage	STR/DEX	ENC	BS%	Armor	SR	Price
Maul	Heavy Mace	1D10	9/7	2.5	10	10	2	220
	Quarterstaff	1D8	9/9	1.5	10	8	1	20
	Troll Maul	2D8	17/7	5.5	10	16	1	50
	War Maul	1D10+2	11/7	2.5	10	12	1	150
	Work Maul	2D6+2	13/7	4.0	10	12	2	150
Rapier	Rapier@	1D6+1	7/13	1.0	05	8	2	100
Shortsword	Gladius@	1D6+1	-/-	1.0	10	10	2	100
	Kukri	1D4+3	-/11	0.5	10	8	3	120
Shield**	Buckler	1D4	-/9	1.0	05	8	3	120
	Heater/Target	1D6	9/-	3.0	15	12	3	60
	Hoplite Shield	1D6	12/-	7.0	15	18	3	150
	Kite	1D6	11/-	5.0	15	16	3	120
	Viking Round	1D6	9/7	4.0	15	10	2	120
Spear, 1H@@	Javelin	1D6+1	7/7	1.5	05	8	2	100
	Lance (mntd)	1D10+1	7/7	3.5	05*	10	0	150
	Pilum	1D6+1	9/7	2.0	05	10	2	125
	Short Spear	1D8+1	7/7	2.0	05	10	2	20
Spear, 2H@@	Long Spear	1D10+1	9/7	2.0	15	10	1	30
	Naginata	2D6+2	7/11	2.0	05	10	1	150
	Pike	2D6+2	11/7	3.5	15	12	0	65
	Short Spear	1D8+1	-/7	2.0	15	10	2	20
Sword, 1H	Bastard Sword	1D10+1	13/9	2.0	10	12	2	230
	Broadsword@	1D8+1	9/7	1.5	10	10	2	175
	Scimitar@	1D6+2	7/11	1.5	10	10	2	200
Sword, 2H	Bastard Sword	1D10+1	9/9	2.0	05	12	2	230
	Greatsword	2D8	11/13	3.5	05	12	1	320
Tools##	Hoe (2H)	1D6	7/7	2.0	10	8	1	5
	Scythe#	2D6	11/9	2.5	10	8	1	50
	Sickle (1H)@	1D6	-/-	0.5	05	6	3	40
	Spade (2H)	1D6+2	7/7	1.5	05	8	2	20

* Lance cannot parry when used from horseback.

** Percent is for parry. Attack is 05%.

Generally have straightened blades when used for war.

Unlike the other categories of weapons, expertise with one tool does not confer any ability with the other tools. Attacks and parries with each tool must be advanced separately.

@ Weapon can be used either as a cutting/smashing weapon or as a thrusting weapon which can impale. Mode must be declared before attack is rolled.

@@ All special hits with these weapons are impales.

\$ Impaling Damage with a Halberd is 4D6, not 6D6.

Natural Weapons Table

Weapon	Damage	Base %	SR
Claw*	1D6	25%	3
Fist	1D3	25%	3
Grapple	1D6	25%	3
Head Butt	1D4	10%	3
Kick	1D6	15%	3

*For animals and intelligent humanoids who have working claws.

Definitions of Headings

Weapon: The name of the weapon.

Damage: This is the rolled damage the weapon does when it strikes. Add the damage modifier of the user to this rolled weapon damage to get the total damage done.

Base %: The base chance of successful attack with a weapon for someone who has never had experience or training in its use. If previous experience gives a higher chance of success, use that number instead.

SR: This is the weapon's strike rank. Combine this number with the character's melee strike rank modifier to determine on which strike rank in the round the adventurer or creature may use the weapon.

Most animals do not parry but Dodge to avoid attacks, or else depend on their natural armor.

Unless stated in the description of the creature, natural weapons do not impale. Attacks which constrict, bite, or hold the target do not do knockback. A creature's weaponry is described within its entry in the Creatures book.

Impromptu Weapons

The world is full of items usable as weapons: broomhandles, carving knives, shoes, belying pins, rolling pins, and broken crockery all have served as weapons in time of extremity.

Most impromptu weapons have parallels with designed weapons: they can be equated with them and used as such. The concept of light or heavy mace sufficiently describes most items picked up when nothing better could quickly be found. But when we get to the impromptu weapons used by such creatures as giant trolls and giants that we must deal with the special effects of these weapons.

Multiple Targets: Area-Effect Attack

A creature, such as a giant, can uproot a tree and use it to try to hit several smaller targets at once. Depending on the size and structure of the tree, he might try to hit a line of targets, or several gathered in a clump. He could attempt an overhead shot, bringing the tree straight down on the targets, or a sweeping attack designed to knock all the targets off their feet.

Deciding the strength and efficiency of these attacks is mostly up to the gamemaster. Only he can figure in the effects of other trees, buildings, and uneven terrain, for instance. However, assuming that the giant uprooted his impromptu club from the forest and then attacked the adventurers on a featureless flat plain, this is how to figure the two forms of attack.

Overhead blow

If the giant brings his club down and attempts to smash the targets into the ground, the gamemaster must determine which adventurers are truly in danger, depending on the shape of the tree, large boulder, etc. Make the attack against these targets with a modifier of +10 percentiles for each 10 SIZ points or fraction thereof over 20 which the object has.

Roll this attack once. Each adventurer or creature caught in it may try to parry or Dodge, with the usual

limits to Dodge on a special or critical success hit. Roll the damage once: everyone hit will take the full rolled damage to a random hit location. But even if the hit location is a limb, all of the rolled damage will go through to the total hit points.

Also use this sort of attack for such attacks as a brontosaurus's trample, a behemoth's tail-club, or a whale's smash on a whaleboat.

Damage Done: For impromptu weapons such as uprooted trees, the major damage they do comes from their large SIZ. Assume that every 10 SIZ points in the object equals 1D6 damage. Gamemasters may increase or decrease the number of SIZ points per D6 of damage based on the hardness of the object and whether it has numerous sharp edges or natural projections. If the impromptu weapon is a living being (such as when the 10-meter-tall giant picks up an elephant and uses it to swat pesky adventurers), the rule still is that 10 SIZ = 1D6 damage.

Knockback Effects: Knockback for such an overhead smash will drive a target into the ground like a tent peg. The adventurer automatically suffers knockback damage for being knocked into a solid object, and the same damage will go to each leg.

Sweep Attack

In this attack, the giant with his club (or the brontosaurus with the brontosaurus's tail, etc.), sweeps along the ground. Such an attack has a high chance to succeed, but will not do as much damage as an overhead blow. In general, an otherwise identical blow delivered as a sweep will have a 20 percentiles greater chance to successfully hit, but will do only 75% of the damage of an overhead blow.

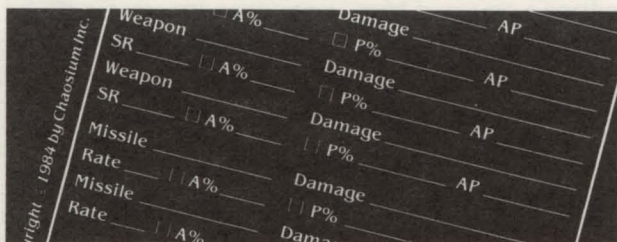
Example *Bigclub the giant has a tree trunk which does 4D6 damage. His damage modifier is 6D6. He therefore can do a total of 10D6 damage with the tree trunk in an overhead smash. If he is using a sweeping attack, he would do 10D6 times .75, or 7D6 + 1D3.*

If the attack could only be a sweep attack, such as the brontosaurus tail, use the listed damage for the attack.

Assuming again that the attack takes place on a flat featureless plain, a sweep-attacker can put his attack over a 60-degree arc to the front of the sweeping weapon. Anyone within that arc may Jump out of the

arc, if there is enough distance to do so and if his or her player makes a successful Jumping roll. Dodge will not help, but a successful parry will absorb that much damage.

Knockback from Sweep Attack: Against such an attack almost anyone will be knocked back, but roll knockback against each target hit. If a target is still on his feet after the knockback, and the arc of the blow intersects him again, he takes the attack damage again and is knocked back again. If a target is ever not knocked back, the sweeping blow is block and will not continue.



Missile Weapons

Missile weapons are weapons which leave the grasp or possession of the user to reach their target—usually traveling through the air. There are two types of missile weapons: thrown and projectile.

Thrown Weapons

Generally, thrown weapons can be used as melee weapons but they also are balanced for throwing. Thus both the javelin and the pilum are one-handed spears which can also be thrown. Thrown missile weapons usually are of short range since they are relatively heavy, and relatively heavy because they must be capable of withstanding hand-to-hand combat. Their dual function shows that they are auxiliary weapons, augmenting an adventurer's normal melee weapons. It is difficult, though not impossible, to carry enough thrown weapons to last through a battle.

Damage Bonus: When using thrown weapons, an adventurer gets the benefit of only half his normal damage bonus. (Examples: if an adventurer has a 1D4 damage bonus, his bonus with thrown weapons is 1D2. If a throwing adventurer is immense, with a damage bonus of 2D6, his throwing damage bonus would be 2D3. A 3D6 damage bonus would give a 3D3 throwing damage bonus.)

Range: Range for throwing weapons is given in the missile charts given on the page before.

Projectile Weapons

Projectile weapons are weapons which project a missile at a target. This category includes bows, crossbows, blowguns, atlatls, and slings.

Special Effects of Missile Weapons

Parrying a Missile Attack

Thrown weapons can be parried if the parrier is aware of the attack and is ready to parry. Projected missiles

Shielded Hit Locations

Shield	Area Covered
Buckler	Shield arm.
Target/Heater	Shield arm and one other hit location.
Hoplite/Kite/Viking Round	Shield arm and two other hit locations contiguous with each other.

cannot be parried. However, an adventurer may specify that he is holding his shield in one place, covering specific hit locations, and those hit locations will be protected with the shield. If a shield is slung on the back of a missile target, the shield will provide 1/2 of its armor points as protection against chest hits.

Parrying with Projectile Weapons

Most missile weapons can be used to parry with if the need arises. Those weapons listed as having no armor points cannot be parried with—they are too soft and pliable to present adequate resistance to attack.

Basic chance to parry with a missile weapon is 20%. This skill is never trained, but it can be increased through experience. If the armor points of a missile weapon are exceeded by the hit, the missile weapon takes the usual 1 hit point damage, but in this case is useless as a missile weapon until it is repaired—imagine your bow after it has parried a sword slash.

Firing Into A Melee

When throwing or projecting into a melee, the missile user cannot be sure he will not hit a friend. His chance of hitting a particular target is divided by the number of people in the melee. If his player rolls a number between the adventurer's normal chance to hit and the adventurer's chance adjusted for shooting into melee, the gamemaster should randomly determine which of the targets was struck. (This random determination can still result in the intended target being hit.) The missile firer becomes eligible for an experience check only if he hits his intended target.

Cormac's Saga

Cormac comes upon Signy and Nikolos beset by three brigands. Reacting to the threat to his friends, he throws his javelin at one of the bandits.

His current ability with the Javelin is 67%, and there are five people meeleing, so Cormac has a 13% chance to hit his target (67% divided by 5 equals 13%). Cormac's player rolls a 43, which is over the 13% but under his chance of hitting someone. Since there are five potential targets, the gamemaster rolls a D10, designating Signy as 1-2, Nikolos 3-4, Brigand A is 5-6, Brigand B is 7-8, and Brigand C is 9-10. The roll is 7, and it is Brigand B who takes the javelin shot. The damage result is 6 and the location hit is 17, so the brigand falls out of the fight with a javelin in his left arm.

If the adventurer is using a missile weapon on a mass of targets and doesn't care who he hits, his chance of hitting is increased 5% for every extra body shot at, as long as the bodies are packed closely to each other.

Missile Weapons Table

Weapon Name	STR/ DEX	Base %	ENC(m)	Damage	AP	— Range — Effect Max.	Rate of Fire	P
Atlatl	7/9	05	.5(1)	+1D6†	6	+10 +20	1/MR	20
Bow, Self	9/9	05	.5(.05)	1D6+1	5	90 120	1/SR	150
Bow, Long	11/9	05	.5(.05)	1D8+1	6	90 275	1/SR	350
Bow, Composite	13/9	05	.5(.05)	1D8+1	7	120 225	1/SR	350
Crossbow, Heavy	13/7	25	8.0(.05)	2D6+2	10	55 300	1/3MR	500
Crossbow, Medium	11/7	25	4.8(.05)	2D4+2	8	50 270	1/2MR	400
Crossbow, Light	9/7	25	3.4(.05)	1D6+2	6	40 225	1/2MR	300
Repeater (12 shots)**	9/7	25	3.2(.05)	1D6+2	6	60 170	1/SR	800
Stonebow	11/7	25	3.4(.1)	1D6+2	6	30 200	1/MR	300
Blowgun	-/11	10	.5(.05)	1D3*	4	30 30	1/MR	50
Sling	-/11	05	.1(.1)	1D8	-	100 100	1/MR	30
Staff Sling	9/11	10	.5(.1)	1D10	10	120 120	1/MR	80
Bolas***	9/13	05	3.0	1D4	-	15 25	1/MR	50
Boomerang, War***	13/9	10	1.0	1D8	6	30 50	1/MR	30
Boomerang, Hunting***	9/11	05	0.5	1D4	3	50 50	1/SR	20
Dart*	-/9	10	.5	1D6	4	20 30	1/SR	75
Javelin	9/9	10	1.5	1D8	8	20 50	1/SR	100
Shuriken	-/13	05	.1	1D3	-	20 30	1/SR	25
Throwing Axe***	9/11	10	.5	1D6	6	20 20	1/SR	50
Throwing Knife	-/11	05	.2	1D4	4	20 20	1/SR	50
Thrown Rock***	-/-	15	.5	1D3	-	20 20	1/SR	0
Rope Lasso***	9/13	05	1.0	none	-	10 10	1/5MR	200
Pole Lasso***	9/9	20	3.0	none	4	3 3	1/MR	100
Whip***	9/9	10	1.0	1D4	6	5 5	1/MR	150

* Dart from blowgun will usually have a poison of 2D10 potency.

** Once 12 shots have been fired, it takes the character's DEX strike rank +3 to reload one quarrel.

*** These weapons do not do impaling damage with a special hit.

† This is a damage modifier.

Definition of Headings

Name: The name of the weapon. For the most part each of these weapons must be learned independently, so they are not divided into named categories as are melee weapons. However, anyone learning to use one kind of bow can use any kind of bow, anyone learning one form of crossbow can use any form of crossbow, and anyone learning dart or javelin can use the other.

STR/DEX: This is the minimum STR and DEX necessary to use the weapon. For every characteristic point short of the necessary amount, reduce the adventurer's chance to hit by 5 percentiles.

Base %: This is the base chance of successful attack with a weapon for someone who has not used the weapon before. If previous experience gives the character a minimum ability with the weapon, use that percentage instead.

ENC(m): The approximate weight in kilograms of the weapon, with some adjustment to account for the clumsiness of certain weapons. The number in parentheses is the approximate weight of one missile (m) for a projectile weapon. For arrows and crossbow quarrels, a quiver of 20 missiles equals 1 ENC point. Standard war load for a full-time archer is 50 arrows—2.5 ENC.

Damage: When a weapon strikes, in game terms it does a certain amount of rolled damage. Thrown weapons in addition do damage of half of the thrower's damage modifier the user's normal damage bonus. Some weapons shown above do not damage but entangle the target. See the descriptions of the individual weapons for game effects.

AP: Armor points of the weapon. As for any weapon, the armor points decrease by one each time the object's armor points are exceeded by a blow.

Effective Range: Within this distance the weapon will hit the target at the skill percentage possessed by the user.

Maximum Range: The weapon, or its projectile, can reach no further. Chance of hitting a target between this range and effective range (see just above) is half that for effective range.

Rate of Fire: The maximum number of times that a weapon may be used in a single melee round.

1/#MR: This weapon is clumsy enough to use/reload/recover that it may be used only once every several melee rounds: all the other melee rounds must be spent readying it for use again. *Example:* if a character is using a weapon which fires once in five melee rounds, then he must spend the other four rounds readying it for use again, doing nothing else, or it cannot be ready to fire on the fifth round.

1/MR: The weapon is slow to ready, and may only be used once in a melee round.

1/SR: Use the weapon on the adventurer's DEX strike rank, then on his DEX SR +3 + DEX SR again.

Example: Arcos the Archer has a DEX SR of 2. He can fire a composite bow on SR 2, then must take 3 SR to get another arrow and notch it, then fire the second arrow at his DEX SR after that. Thus, he will fire at SR 2, then SR 7. He can spend the remaining three SR getting out another arrow to fire at SR 2 of the next round.

P: Price of weapon in pennies at its place of manufacture.

If enemies are approaching in a loose skirmish line, the missile user must pick one target. If they are packed into a dense spear wall, he may fire at the massed troops.

Firing Vertically

Attempting to fire up at a target subtracts 10 percentiles from a missile user's chance to hit, as discussed in the combat modifiers section. In addition, halve the effective and maximum ranges for a missile weapon fired at a target which is directly overhead.

Engines

Engines are war machines which fire immense missiles and consequently need large crews to run them. They are best at siege work, for they are clumsy, slow to fire, and can easily be overrun in the field.

On the Engines Table to the right, the Siege Arbalest and the Ballista are bolt (quarrel) firing. The Catapult, Springal, and Trebuchet primarily fire stones. The Springal can, with some modification, fire bolts as well.

Descriptions and Special Effects

Arbalests

The Arbalest is the smallest and simplest siege engine. Effectively it is a large crossbow serviceable by one man. However, it needs a stand to support it, takes several melee rounds to load, and fires a bolt larger than the spirit magic spell Multimissile can manipulate.

The Ballista has the same straight trajectory and a similar payload (a bolt) as the Arbalest, though this engine is much larger and needs at least three men to crew it (aimer, loader, gunner).

Catapults

Catapults are large instruments like ballistas but they arc their payloads (roundish stones) on a parabolic trajectory. Thus they are called 'indirect fire' weapons. They are harder to aim at a specific man-sized target, but are ideal for reaching over walls of open fortifications and can be used to fire at ships.

Springal

Similar to the catapult, though smaller, the Springal can be used to throw either stones or bolts. Bolts are launched in a direct trajectory and stones must be indirectly thrown.

Trebuchet

Once built, a trebuchet will only affect a single area. It cannot be re-aimed. It can, though, launch a tremendous load of rock at that area.

Special Effects

Engines are rarely used for individual attacks. They are fired at masses of men or at walls and other structures. The base chance to hit, given in the Engines table, derives from a general impact area of approximately 40 SIZ. The chance of hitting goes down by 1% for each SIZ point smaller the target may be.

Engines

Name	Base		Max.	
	ENC(kg)	%	Damage	Rate of Fire
Siege Arbalest	10.2	10%	3D6 + 1	425 1/5MR
Ballista	N/A	05%	10D6	275 1/5 minutes
Catapult	N/A	10%	6D6	325 1/5 minutes
Springal	N/A	05%	3D6	300 1/5 minutes
Trebuchet	N/A	05%	12D6	300 1/15 minutes

Definitions

Name: General names for siege engine devices.

ENC(kg): The Encumbrance of the engine. This is important only for the Arbalest: the other weapons could not be carried by one man, and were usually constructed on the site of a siege.

Base %: The basic chance to hit for a new Aimer who is dealing with such an engine for the first time.

Damage: Damage done by the projectile when it hits. Damage done by shrapnel versions of the projectiles are approximately 1/6 of the rolled damage.

Maximum Range: Furthest distance in meters which the engine will hurl its projectile.

Rate of Fire: How long it takes the crew to reload the engine, spending every melee round in the reloading process.

If the projectile misses, use the rules for Throw in the Skills chapter to determine where the projectile actually struck. Remember that the trajectory of Arbalests and Ballistas is straight, and will only miss to one side or the other of the target. Catapults have a parabolic trajectory, effectively lobbing the projectile, the missile may fall anywhere around the objective.

Shrapnel

Catapults can shoot loose bags of rocks, or clay projectiles which will break up and scatter sharp shards over a rough radius around the point of impact. The shards will damage people, but not buildings. Damage done is about 1/6 the damage done by a comparable solid projectile, but it is done to everything within a radius equal in meters to the number of D6 rolls called for by the solid shot damage roll.

Example *A trebuchet fires a projectile doing 12D6 damage when it hits. If it fires shrapnel, it will do 2D6 to everyone within a 12-meter radius of the point of impact.*

Armor

Armor is essentially hard clothing. It is made of cloth or leather or metal or a combination of the three, and it is worn by people who want something hard between themselves and sharp edges wielded by antagonistic attackers.

Armor is generally heavier than normal clothing, and hot and uncomfortable to wear. However, warriors wear armor to keep them alive by absorbing damage, not to loll about in it.

If possible, armor is worn over the entire body. Sometimes this is not possible because the wearer does not have the strength for it, or because he needs freedom of limbs to use a missile weapon, or because

he cannot stay in a suit of stuffy armor in the middle of summer. Sometimes, too, a suit of armor is too costly, and a warrior can scrape together only what he needs to cover his vital organs, and must leave his limbs unprotected.

Encumbrance

Armor Encumbrance depends on the SIZ of the person wearing it. As shown on the armor table, we have divided SIZs into groups of 5. Every increment of 5 adds to the ENC of the armor and therefore the armor is heavier, hotter, and so on. The SIZ range of 11-15 is considered "normal." Each 5-SIZ-point increment under that range has armor which is 1/5 less encumbering.

ENC per Hit Location Table

Hit Location	Percent of Total ENC
Head	1/10
Arm	1/10 each
Chest	2/10
Abdomen	1/10
Leg	2/10 each

Example: An adventurer buys a complete suit of plate in a medium SIZ. It will weigh a total of 25 ENC. His helmet weighs 2.5 ENC, his chest armor weighs 5 ENC, each arm piece weighs 2.5 ENC, his abdomen armor weighs 2.5 ENC, and each of his leg pieces weighs 5 ENC.

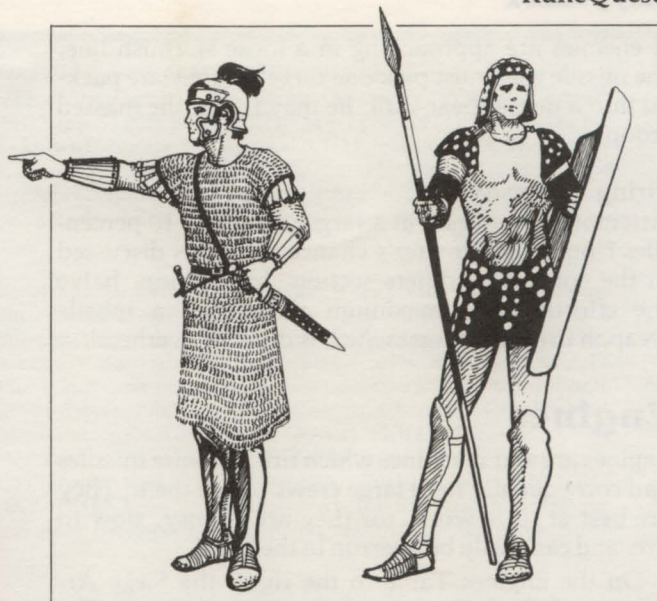
Definitions of Headings

Armor: Type of armor. See list of types below.

ENC: The Encumbrance. This is the weight in kilograms for a full suit of armor of the type shown. Weight is different for small, medium, and large-sized people, as explained elsewhere.

Pts.—Armor points: The number of points of damage which the armor will absorb.

Cost Per ENC: This is the cost in pennies of one ENC point of the armor. Thus a set of full plate, with 25 ENC and a cost per ENC of 270 pennies, would cost 6750 pennies total. Cost for an individual hit location item would be figured based on the cost per ENC point.



A Comparison of Armor Types. (left) lamellar vambraces, ringmail hauberk, plate greaves; (right) bezainted helm and skirt, cuirbouilli cuirass and greaves, spear and hoplite shield.

Effects on Stealth Skills

Also use the ENC of armor to determine the effect of armor on the ability of an adventurer to use the Sneak skill. Each point of Armor and weapon ENC subtracts one percentile from the character's chance to use Sneak.

There is no effect on the Hide skill as long as the armor is not shiny — perhaps it is dirty after long travel, or has been deliberately dulled to make it less conspicuous.

Breakage

Unlike the armor points of weapons, the armor points for armor never change, even if a blow exceeds the armor points covering the hit location struck. Armor is designed for defense; it can take a lot of pounding. Its armor points are never reduced through damage.

Armor Types and Costs

Soft Leather: A rough equivalent to a leather jacket or vest. It is common among primitives, nomads, and

Armor Table

This table summarizes armor points, armor ENC, the average cost of armor per point of ENC, and the average total cost of a suit of armor. These total costs may vary if the gamemaster uses the price lists provided in the Gamemaster book. *Example:* Tiny Tim (SIZ 7) could buy a full suit of Lamellar armor for 2800 pennies. His comrade Huge Hugh (SIZ 21) would have to spend 5000 pennies for a full suit of the same type of armor.

Armor Type	Armor Points	Cost per ENC	Armor ENC (total cost)			
			Small (6-10)	Medium (11-15)	Large (16-20)	"Troll" (21-25)
Clothes	0	varies	2.0(40)	2.5 (45)	3.0 (50)	3.5 (60)
Soft Leather	1	20 p	3.0(60)	3.5 (70)	4.0 (80)	5.0 (100)
Stiff Leather	2	20 p	4.0(80)	5.0 (100)	6.0 (120)	7.0 (140)
Cuirbouilli	3	45 p	4.0(180)	5.0 (225)	6.0 (270)	7.0 (315)
Bezainted	4	70 p	6.0(420)	7.5 (563)	9.0 (630)	10.5 (735)
Ringmail	5	110 p	8.0(880)	10.0 (1100)	12.0 (1320)	14.0 (1540)
Lamellar	6	200 p	14.0(2800)	18.0 (3600)	21.5 (4300)	25.0 (5000)
Scale	6	120 p	16.0(1920)	20.0 (2400)	24.0 (2880)	28.0 (3360)
Chainmail	7	240 p	16.0(3840)	20.0 (4800)	24.0 (5760)	28.0 (6720)
Brigandine	7	200 p	17.5(3500)	22.0 (4400)	26.5 (5300)	31.0 (6200)
Plate	8	270 p	20.0(5400)	25.0 (6750)	30.0 (8100)	35.0 (9450)

barbarians. Soft Leather is often worn under other armor as additional padding and protection. Cloth Padding used under armor is equivalent in protective quality and Encumbrance to Soft Leather.

Hard Leather: Equal to about 5mm of leather. It is used among primitives and nomads for body protection and shields. It has the consistency of the leather used in 20th-century shoe soles. Most uncut hides approximate the protective quality and Encumbrance of Hard Leather.

Cuirbouilli: Boiled in oil and wax, in this condition, leather can be molded into any desired shape and left to harden. Thereafter, it cannot be reshaped without breaking. The long and tedious process of Cuirbouilli-making makes it similarly priced to some metal armor.

Bezainted: This is Soft Leather armor with metal disks (resembling the bezant, a medieval coin) fastened on. The major extra cost is the metal. It is generally made more quickly than Cuirbouilli though it commands a greater price.

Ringmail: Like Bezainted armor, this is Soft Leather or other backing with metal sewn to it. This metal is in the form of rings like those found on chainmail. The rings tend to be closer together than those on Bezainted armor, making for both more weight and better protection. Ringmail takes more work than the simple disks of bezainted armor, and costs more.

Scale: Such armor consists of scales of various sizes fastened onto a backing. The overlapping (shingling) metal protects well, but adds to the weight.

Chainmail: Metal links woven together form the body of chainmail armor. It is stronger and more durable than forms which depend upon non-metal (hence weaker) backing. The all-metal construction makes it heavier than Scale and costlier as well.

Lamellar (Studded, Splinted): Metal strips ("splints") usually held onto leather backing with rivets ("studs"). It is often combined with areas of chainmail over joints and other moving surfaces.

Brigandine: A metal and leather armor in which metal scales are fastened between two layers of leather by

Names of Armor Pieces

Over the centuries, armor pieces have accumulated many different names. Sometimes the same names have been applied to entirely different pieces of armor. The following list can only partially cover

Name	Hit Location Protected	Type of Armor Used
Greaves	Legs (this term has generally been used for armor protecting the area from knee to ankle)	Leather Hard Leather Cuirbouilli Bezainted Scale Ringmail Lamellar Chainmail Brigandine Plate
Pants/Trews	Abdomen and Legs	Soft Leather Hard Leather Bezainted Ringmail Scale Chainmail Brigandine
Skirts	Abdomen	Soft Leather Hard Leather Cuirbouilli Bezainted Ringmail Scale Lamellar Chainmail Brigandine Plate
Hauberk	Chest and Abdomen	Soft Leather Hard Leather Bezainted Ringmail Scale Lamellar Chainmail Brigandine

the many names for armor applied to it by its wearers and the academic collectors who have categorized it for the last 500 years.

Name	Hit Location Protected	Type of Armor Used
Byrnie*	Chest	Soft Leather Bezainted Ringmail Chainmail
Cuirass**	Chest	Hard Leather Cuirbouilli Scale Lamellar Brigandine Plate
Sleeves*	Arms	Soft Leather Bezainted Ringmail Chainmail
Vambraces & Rerebraces**	Arms	Hard Leather Cuirbouilli Scale Lamellar Brigandine Plate
Coif/Hood*	Head	Soft Leather Bezainted Ringmail Chainmail
Helm**	Head	Hard Leather Cuirbouilli Scale Lamellar Plate

Asterisks indicate soft armor, which can be worn under other armor, and hard armor, which cannot be so worn under other armor in any category.

*Soft Armor: Byrnie, Coif/Hood, Sleeves.

**Hard Armor: Cuirass, Helm, Vambraces & Rerebraces.

means of metal rivets. It is strong and durable, and the contrast of the metal rivets on colored leather makes it much more decorative than simple metal.

Plate: Generally solid plates of metal, molded to the body and held together with leather straps which are covered by the metal. It is the best kind of armor for spreading the impact of a blow and for absorbing damage, but the solid metal construction makes it the heaviest form, and it is very hot to fight in.

Special Effects of Armor Coverage

Points for Overlapping Armor

As described above, it is possible to wear soft armor under hard armor to provide added protection. Soft leather and heavy cloth are commonly used for this, and they add their usual armor points in exchange for their usual ENC cost.

However, when trying to overlap other than soft armor with hard, total the armor points but triple the encumbrance cost of the lesser armor. Only soft, pliable armor can easily be worn under other forms of armor.

Points for Slung Shields

A slung shield which happens to cover the hit location hit adds half its armor points to the armor points of the area struck.

Armor Do's and Don'ts

Putting Armor On

Armor is not as simple to put on as jeans and a t-shirt. For every ENC point which a piece of armor has, it takes two strike ranks to put it on. Thus, a medium-sized person putting on a full suit of plate would take 50 strike ranks, or five melee rounds (approximately one minute). This is actually quite fast, and assumes that the adventurer is awake, alert, and ready to jump into his armor the instant it is necessary. Gamemasters should increase the multiple of strike ranks if the adventurer starts from a sound sleep, was busy partying when the alert came, or whatever.

Taking Armor Off

Taking off armor is not as painstaking a process as putting it on, since an adventurer doesn't have to make sure each piece is properly set before putting on the next one. Removing armor costs one strike rank per ENC point.

Why Not Leave Armor On?

On two occasions adventurers may feel they wish to leave on their armor—when they are in a strange town and when they are sleeping on the trail.

Strange Towns: While there may have been towns and cities which encourage private citizens to wander about armed and armored, they must have been rare. A mail shirt beneath a tunic or well-decorated leather protection is reasonable in suspect quarters of a town, but local authorities are likely to wonder why fully-

armored braves are wandering their streets. If they suspect that the adventurers are looking for a fight, the town guard may give them one. Similarly, it is considered impolite to wear full armor while dining as the guest of the local potentate.

Sleeping on the Trail: Armorers believe in safety first and comfort second. Armor is not a hammock or a trundle bed: it is not meant to be slept in. Adventurers attempting to sleep in armor will lose one fatigue point per 5 points of armor ENC for every hour they attempt to sleep. Only Soft Leather/Cloth Padding armor is exempted from this rule.

Weapons Descriptions

The following are common descriptions for many of the weapons commonly used in *RuneQuest*.

Arbalest: A Crossbow (q.v.) which takes a long time to cock. It does tremendous damage when it hits. It is classified as a siege engine.

Atlatl: A short stick used to add range and damage to a javelin (q.v.) or dart (q.v.) throw. Using an Atlatl makes a javelin slower to use but easier to hit with.

Axe, Great: A large, two-handed axe which either may be single- or double-bitted.

Axe, Large: Depending on its origin, this axe will be single- or double-bitted. It can be used one-handed by a strong fighter, but it is intended for two hands. It is not meant to be thrown.

Axe, Small: Similar to the Frankish *francisca*; it can be thrown or used by hand, and may have one edge or two. Training for throwing is entirely separate from in-hand training.

Axe, Throwing: see Axe, Small.

Ball and Chain Flail (Morningstar): A medieval weapon with a handle, a length of chain, and a spiked ball at the end. Some do not have spikes, but simply a heavy weight.

Ballista: Large siege engine used to throw immense bolts at formations of men.

Bastard Sword: see Sword, Bastard.

Battleaxe: A type of Large Axe which can be used either one- or two-handed.

Blowgun: A hollow, one-meter tube, used to deliver small darts by blowing through the tube. Commonly the darts bear poison.

Bolas: Two or three hard balls mutually attached by cord. This weapon is thrown to entangle and bring down a foe and to incidentally do damage.

Boomerang: A shaped stick which can be thrown in a curving path. The War Boomerang is heavier than its Hunting counterpart and will not return to the user's hand.

Bow, Composite: An archery bow made of wood and horn to give it more rigidity but which retains some flexibility. It requires more strength to use this bow than does a self bow. Composite bows are popular in wood-shy regions.

Bow, Long: A bow made either from one piece of wood, such as the famous English longbow, or in the same way a composite bow is made. It is an infantry weapon and has a long range and high impact.

Bow, Self: A basic bow, made of one or two pieces of wood, against which all other bows compare favorably.

Broadsword: see Sword, Broad.

Buckler: A small shield, usually with just a hand grip, which protects the lower part of the arm. Can be worn on the belt in town, a more common procedure than with other types of shields.

Catapult: An engine which hurls stones and other objects in a parabolic arc. Usually uses the torsion effect of twisted rope for its impetus.

Cestus, Heavy: Metal boxing gloves similar to those used in ancient Greece and Rome. These have a weight nestled within the glove for more impact.

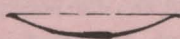
Weapons

These illustrations provide silhouettes of many of the weapons and shields available to adventurers in RuneQuest. The instruments shown are all drawn to roughly the same scale.

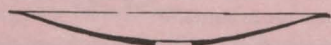
atlatl



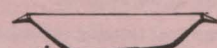
self bow



long bow



composite bow



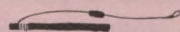
heavy crossbow



blowgun



staff sling



bolas



war boomerang



boomerang



spear



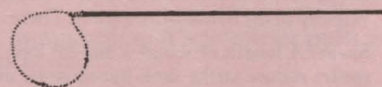
shiruken



throwing axe



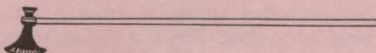
pole lasso



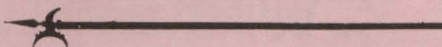
battle axe



poleaxe



halberd



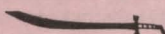
main gauche



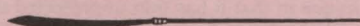
kukri



scimitar



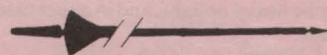
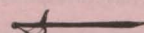
naginata



fighting claw



cestus

lance
(shortened)

rapier



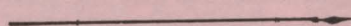
sickle



scythe



greatsword



javelin



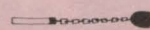
pilum



gladius



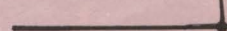
maul

ball & chain
flailthree-chain
flail

singlestick



heavy mace



great hammer



war hammer



military flail

Shields

viking round

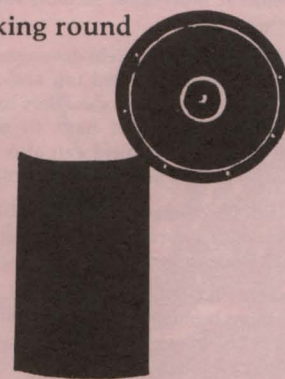
target



kite



heater



hoplite

Cestus, Light: Metal boxing gloves which depend on the impact of metal, like brass knuckles, for their damage.

Claw: A metal device which allows the user to claw like an animal. They are most used by intelligent animals wishing to improve their natural weapons but also by humans wishing to imitate animals.

Club: A natural weapon made from a piece of wood, often with minimal change. A club may be heavy or light, and in either case are treated as Maces in *RuneQuest*.

Crossbow, Heavy: Must be cocked by a lever apparatus. It is easier to load than an arbalest, but has correspondingly less impact power.

Crossbow, Medium: This form of crossbow is cocked by hooking one end with a foot and using a claw mechanism to cock it. It is standard issue to many soldiers.

Crossbow, Light: This fowling crossbow can be hand-cocked. It is mostly used for hunting small creatures, rather than for war.

Crossbow, Repeating: A relatively rare form of crossbow invented by the Chinese. They have a "magazine" of bolts which may be fired as fast as a bow may be fired. Once the magazine is exhausted, they take at least 6 melee rounds to reload.

Dagger: A short-bladed weapon no more than 40cm long. Daggers can be sharp on one or both edges, or be triangular in cross-section if intended only for stabbing.

Dart: Short, weighted points suitable for throwing. Sometimes kept conveniently clipped on the inside of a Large Shield.

Flail, Grain: The agricultural implement on which the War Flail is based. It is included for scenarios where grain threshers may be attacked.

Flail, Military: A flail head mounted on the end of a short chain connected to a haft about 2m long.

Flail, War: A handle with a couple of links of chain which attaches to the equivalent of a mace head.

Flail, Three Chain: A Flail with three heavy balls on the end of three chains. A very clumsy weapon.

Gladius: Shortsword with leaf-shaped blade used by Roman soldiers.

Great Hammer: War Hammer used with two hands.

Greatsword: see Sword, Great.

Halberd: see Poleaxe.

Hammer, War: Designed like a hammer, this weapon often has a spike rather than a flat head at one end, and so is used as a pick instead. A very nasty weapon, ideal for punching through armor.

Hatchet: Small one-handed axe used for chopping firewood.

Heater: A medium-sized shield shaped like an old flatiron, hence the name. This is the traditional shape of heraldic coats of arms.

Hoplite Shield: Large rectangular shield used by the Greek phalanxes and similar to one used by some Roman legionnaires. Very protective but heavy and clumsy for horsemen. Generally rectangular in shape, but were also oblong and round.

Javelin: A short spear suitable for use one- or two-handed, or for throwing.

Kite Shield: Large shield developed by the Normans. It is teardrop-shaped with a rounded top and pointed bottom, and covers the body from about the shoulders to the knee or ankle. Very protective, but heavy and hard to maneuver from horseback. The statistics for this shield can also be used for any large shields of whatever shape used by any primitive or barbarian people.

Knife, Throwing: A tool suitable for eating, cutting, desperate defense, or impromptu assassination. Similar to a dagger, it takes much less damage before breaking.

Lance: Pike-length spear used one-handed on horseback by couching it under the user's arm. In this position it cannot be parried with. It can also be used on foot as a two-handed spear, in which case it behaves like a Pike (q.v.).

Lasso, Pole: A rope loop attached to the end of a pole, used to capture an animal or opponent. It does no actual damage, but immobilizes the caught hit location with the same STR as the user's—like a Grapple.

Lasso, Rope: The traditional American lariat, having a much greater range than the pole lasso but needing much more practice to be proficient with it. Like the Pole Lasso, it does no damage to a target but does immobilize it.

Mace, Heavy: A haft with a heavy weight at one end; the weight may be spiked or flanged.

Mace, Light: A haft with a weight at one end suitable for bashing and crushing.

Main Gauche: Dagger with protective guard. Must be used left handed. Clumsier to use than a normal dagger.

Maul, War: Macehead, on a shaft usually about 1.5m long.

Maul, Work: Shaft with a heavy head on the end, used for breaking down walls and other large items and structures. Too clumsy for efficient use in battle.

Naginata: Japanese long spear with sword-like head, capable of both cutting and thrusting attacks.

Pike: An overlong spear ranging from 3.5m to 5m in length, used in large formations. Generally too clumsy to use in man-to-man fighting. In ancient Greece it was called a Sarissa.

Pilum: Light Spear invented by the Romans. Can be used as both a Short Spear and as a Javelin. Its top half is all metal, rather than the standard metal point and wooden shaft.

Poleaxe: An axe head on a shaft some 2m long; very useful against mounted foes who think they are out of reach.

Quarterstaff: A long wooden stick often used as a walking staff. This weapon is not exactly like the other weapons with which it is categorized, but the basic style is similar.

Rapier: Not the overlong, elaborate weapon of the Renaissance. A basic cut-and-thrust weapon lighter than a Broadsword.

Rock, Thrown: A natural weapon of the first order. Small rocks which can be hurled do little damage to an armored target; larger rocks dropped from a height do somewhat more.

Sai: Japanese pointed weapon with no edge and one or two sword-breaker hooks as a hilt.

Scimitar: A single-edged and slightly curved sword used instead of the Broadsword. For game purpose treat as the Broadsword.

Shuriken: Small "throwing stars" of various shapes. Easily concealed and a favorite of Japanese Ninja assassins.

Singlestick: A short, all-wood stock similar to a 20th-century police billy-club.

Sling: The weapon with which David slew Goliath. It is a leather thong with a cup to hold a rock. A sling stone can reach incredible velocity in the hands of an expert. There is a minimum range of 5m.

Spear: A length of wood 1.5m-3m long, pointed at one end. Long spears reduce strike rank but must be used two-handed, while the shorter ones may be used one- or two-handed, or may be thrown.

Springal: A mechanism for hurling immense Javelins, using a tension propelled "spring" of wood to hit the bottom of the Javelin and send it traveling. This is a variant of the Ballista, using a different principle to accomplish the same purpose.

Staff Sling: A sling mounted on the end of a stick. The added leverage increases the range and impact of whatever is thrown. The minimum range is 10m.

Target Shield: Round, medium-sized shield. Standard barbarian-style shield. Usually has a metal rim.

Trebuchet: A medieval development in siege engines which uses an immense counterweight to give impetus to the large stones it fires. Its large size and complexity calls for a crew of 12-20 men to operate it.

Viking Round Shield: Large round shield gripped in the central boss. Unique in that it has thin unprotected edges which can be used to catch edged weapons and potentially break them using a sword-breaker maneuver.

Whip: The whip is useful only between half its maximum range and its maximum range. It is useless closer to the user. The damage it does is incidental to its main function, which is to wrap itself around an object or hit location and to immobilize it for one melee round (after which it will loosen.) The chance of using a whip in this manner is the same as for a special success with the Whip attack roll.



Skills

Players roll percentile dice against adventurer skills percentiles. Obtaining a result less than or equal to the appropriate skill percentile indicates successful adventurer performance.

While an adventurer successfully performs routine actions, in stress situations your gamemaster may call for skill rolls to see if the adventurer can use a specific skill to perform a particular activity.

Any activity can be said to call for some use of skill, but certain skills are fundamental to *RuneQuest*, and require special attention and description. This chapter is about those skills, and the seven categories in which they are organized.

The Seven Skills Categories

In the Creating An Adventurer chapter, the skills categories were defined in relation to adventurer characteristics. These definitions will be expanded and the skills for each defined. Entries are given in alphabetical order of the skills categories, and then in alphabetical order of the skills themselves. Each initial entry for the skill is accompanied by a parenthesized number, the percentile base chance for humans with the particular skill.

Modifying Skill Rolls

Often a gamemaster will declare that a skill roll for an adventurer must be changed because of a particular situation. Since the success percentage for a skill is that for more or less 'normal' stress situations, the changes generally will be subtracted from the percentile ability. A Climb skill roll, for instance, may be reduced by 20% because the incline to be climbed is particularly steep or because the footing is crumbly. A Device roll for opening a lock may be reduced because the adventurer is using unfamiliar tools or because he is trying to open a special lock.

Who Rolls for Success with the Skill?

Often the roll for the adventurer's success should be made by the gamemaster, not the player. Agility rolls should always be made by the player, because the adventurer will always immediately know if he was successful in his skill use. A failed Climbing roll, for example, causes the adventurer to stay where he is and not move. Likewise, combat attacks and par-

ries should always be made by the player for his adventurer.

However, most of the other skill rolls will need to be rolled and evaluated by the gamemaster, not the player. If the adventurer wants to Listen to see if something is lurking around the next corner, the gamemaster should roll the dice. The player should not know whether his adventurer heard nothing because there was nothing there, or because the player failed his roll. Similarly, a fumbled communication, knowledge, manipulation, or perception skill can often have misleading results, but the player will not be misled at all if he rolled the dice and knows he fumbled.

The proper dice-roller for stealth skills cannot be so neatly defined. Someone attempting a Sneak roll will probably know if he failed it, so the player usually should roll his adventurer's Sneak ability. However, an adventurer often will not know he used Hide unsuccessfully until he is surrounded by the palace guards.

That granted, gamemasters still should strive to let players roll the dice for their own adventurers, even with skills normally calling for a gamemaster roll. Doing so gives the players a much greater sense of participation. There will be many times, however, when the gamemaster must roll the dice.

Agility Skills

This category includes all skills dependent on gross motor coordination. Most of these skills are trained into the reflexes of the user; an adventurer does not require profound intelligence or continual cogitation to be agile. Agility skills call for STR, DEX, and small SIZ, allowing good coordination and rapid response to subtle clues.

Boat (05)

The Boating skill applies to small, water-borne craft, either oar or paddle-driven vessels. (It is possible that the culture of an adventurer would use only one of

these types, but subdividing the skill is a matter for the gamemaster, and proper role-playing on the part of the player.)

In an unhurried situation, the player must successfully roll D100 equal to or less than the adventurer's Boat skill when he starts. He cannot move his boat until the roll succeeds. If conditions are smooth and placid, the gamemaster may allow the roll to be a multiple of the skill roll.

In bad weather or hostile environments (whirlpools, rapids, shoals, etc.) the gamemaster can postulate percentiles of difficulty, and have the player make a roll of his adventurer's Boat ability minus that many percentiles. If the roll succeeds, the boat stays on course. If unsuccessful, it either goes off course or doesn't move, depending on the situation. If the roll is a fumble, the boat overturns, and the adventurer must make a Swim roll (see the next page).

Climb (40)

At adulthood, an adventurer can climb well-enough to scale a slope with handholds, climb a tree with low branches, etc. Not having the stamina to make the climb is a matter for fatigue points.

As a rule of thumb, an adventurer who makes his Climb roll can ascend or descend 1 meter of a 75-degree-or-less slope or a thickly-branched tree per 5 strike ranks. If the player misses the Climb roll, his adventurer stays in one place, unable to find appropriate hand and foot holds. If the player fumbles, the adventurer falls.

A player can speed his adventurer's Climb by subtracting 10 percentiles from the adventurer's success chance for every extra meter per 5 melee round strike ranks desired. This may increase the fumble chance.

A humanoid creature can increase his climbing speed by one meter per 5 melee round strike ranks of normal climbing for every 10 points or fraction thereof of SIZ over 20.

At the gamemaster's discretion, obstacles like overhangs, smooth sides, an oily climbing surface, or adhesive powder on the climbing surface can increase or decrease the percentage roll needed to successfully climb. Usually the gamemaster will assign a percentile of difficulty to the climb and subtract that from the Climb skill percentage as described earlier. Similarly, the gamemaster can assign a percentile addition to the skill percentage for very easy climbs. Again, failure means the adventurer did not make any progress, and a fumble means a fall.

For regular slopes, or when an adventurer may be climbing for several game minutes, the gamemaster must have the player make the adventurer's Climb roll for every 10 meters of height gained—once for every minute spent climbing. A gamemaster may increase the frequency of rolls for particularly tricky surfaces. During a melee round, an adventurer must make the roll at the end of each round, or when he stops climbing. While climbing, an adventurer may not perform any other actions.

Dodge (05)

A skillful dodger is rarely where the blow falls. Dodging is a combat skill described more fully in the Combat chapter, as are special conditions modifying this skill. A successful Dodge roll means that the adventurer will not be hit by the attack he is dodging. An adventurer's Dodge ability is decreased by 1 percentile for each point of encumbrance (ENC) carried.

Dodge takes no time when used against a hand-to-hand melee attack. It takes an entire melee round when used against missile attacks, and cannot be used during strike ranks occupied with shooting a missile weapon.

Jump (25)

The ability to leap for height or distance, or over obstacles like fallen bodies. Generally speaking, a successful roll on D100 allows the character to jump twice his height horizontally or up to his height vertically with a running start. A standing start reduces this distance by half.

Each point of ENC reduces an adventurer's Jump chance by 1 percentile. An unsuccessful roll means that the distance desired was not traveled. A fumbled roll means that the adventurer landed with the force equivalent to a 3-meter fall, and took that damage.

A jump from a standing start takes one strike rank.

If a character is falling, a Jump roll can be used to select the hit location on which the falling character lands, unless the fall is the result of a fumbled Jump roll.

Ride (05)

Riding a horse or other riding animal takes no skill as long as the animal goes no faster than a walk and is trained to accept a rider. To compel the animal to go faster than a congenial amble, an adventurer must have Ride skill to at least 15%.

By learning to ride, an adventurer (supported by a saddle with stirrups) has a chance to stay on a horse at any gait. If the horse does something unexpected (bolt, shy, etc.), and the player fails the Ride skill roll, the adventurer has lost control. His player must attempt a Ride skill roll at the end of each melee round until the roll succeeds—at which time the adventurer regains control of the horse. A fumble roll while the animal is out of control means that the adventurer falls off.

For an adventurer riding bareback without saddle or stirrups, an unsuccessful roll means that he falls off, and a fumble means that he was thrown off, the equivalent of the fall discussed in The World chapter, the next after this.

The percentage ability to ride is also the rider's chance to make a horse do something it hasn't done before, such as jumping a barrier.

Experience in Riding

An adventurer may attempt an experience increase roll for Ride when the gamemaster allows one. Common times and rationales include the following:

He has lived through a melee in which he at least started riding (he may realize why he fell off).

He has made a riding animal do something he never made it do before. (His confidence and judgment have improved.)

He has completed a mostly mounted journey of at least a week through difficult terrain. (He has experienced many small challenges and found ways to deal with them.)

He has successfully trained a riding animal to saddle and bridle. (He has learned more about the behavior of riding animals.)

Swim (15)

For an unfatigued adventurer, under placid conditions with a calm swimming surface, a Swim roll is necessary every time he swims a distance in meters equal to the number of percentiles of his Swim skill. *Example:* an adventurer has 15% Swim skill. His player must attempt a Swim roll when his adventurer finishes his 15th meter in the water.

In *RuneQuest*, swimmers swim at a rate of 5m per melee round (1m per 2 strike ranks). They begin swimming on their DEX strike ranks, just as they so begin land movement.

A failed Swim roll means that the adventurer fails to progress through the water; in the next melee round the player must make a successful Swim roll or his character will begin to drown. The World, the next chapter, has rules for asphyxiation. A fumbled Swim roll automatically means that the adventurer is beginning to asphyxiate; follow those rules.

If the first Swim roll fails but the second roll succeeds a melee round later, then the adventurer is not drowning, and can move again—five meters toward his goal in that second melee round. His entire concentration is on his swimming, and he cannot perform any other activity in either melee round.

Gamemasters will make percentile reduction for rough water, stormy weather, obstacles, currents, bad visibility, and so on.

Encumbered Swimming: A swimmer temporarily loses five percentiles of Swim skill for every point of ENC he carries on a swim.

Fatigue in Swimming: A swimmer loses 1 fatigue point per melee round he swims; for each melee round that he treads water, he regains 1 fatigue point.

Long-distance swimmers and adventurers adrift at sea will lose body heat to the water, suffer exposure and hunger, and will in other ways appropriate to the gamemaster lose total hit points.

Throw (25%)

A palm-sized object balanced for throwing may be thrown one meter for every STR point which an adventurer exceeds its SIZ. If the thrown object is unbalanced or awkward, the distance it can be thrown falls off to one meter for every extra three STR points powering the throw.

If the throwing distance is more than 20 meters, accuracy is affected. For such throws subtract 1 percentile of Throw skill for every meter in excess of 20 meters. An object can be thrown vertically to a

maximum of half the distance it may be thrown horizontally.

The Throw skill is used to hit a target with a casual object. Hitting a target with the right part of an object designed to be thrown, such as the blade of a throwing knife or the point of a javelin, calls for the ability skills of throwing those weapons.

Communication Skills

Communication skills are enhanced by high Intelligence, Appearance, and Power. An adventurer uses such skills to transmit by word or gesture his thoughts and desires to others. Good communication skills usually leave a good impression.

Fast Talk (05)

Successful use of this skill causes the target to agree with whatever the fast talker is saying, deceiving the target into thinking that the user is logically correct. The victim will agree to assist as the user needs. If allowed a moment's thought (perhaps if the victim is momentarily out of the Fast Talker's presence), the victim's player may attempt an INT $\times 5$ roll to shake off the effects of the fast talk. Of course, if the talker was correct to begin with, the INT roll may simply confirm that the victim is doing the right thing.

Fast Talk is implicitly used against one or a few individuals.

This skill usually cannot be used to change the mind of a listener who firmly believes in an opposing view, or whose duty constrains his options (a hangman or bodyguard, for instance). However, there are classics of literature in which a hero has managed to talk his way out of an arrest, so a gamemaster should be ready to allow the same device for dramatic effect—if the adventurer's player can invent a justification for leniency on the part of the authorities.

However it is used, Fast Talk appeals to the intellect of the target. The effects are the same no matter what the name is.

An adventurer gets one Fast Talk roll per full turn of talking.

Orate (05)

Fast Talk appeals to (or confuses) the intellect; Orate appeals to the emotions. Imagine an orator as a great speaker standing before the Senate of his city-state and persuading the people to go to war over an imagined slight, or a tribal chieftain who convinces his followers not to butcher their captives, or a politician who sways the populace into uniting to rebuild their devastated city.

Orate is implicitly a skill most useful against a crowd, for a successful roll influences everyone without immediate chance for recovery, as with Fast Talk.

If successful, Oratory can be far more effective than Fast Talk, because it can grab and hold the emotions of the listener. However, where Fast Talk can take a full turn (five game minutes), Oratory might require hours to unify the listeners into full agreement with the speaker.

A gamemaster may call on a player to make one Oratory roll for each point on which the adventurer needs the agreement of the people. The consequence of a scattering of missed Oratory rolls among several successful ones is left to the imagination of the gamemaster.

Sing (05)

Success in this skill means that the singer pleased the audience. Failure indicates that the singer went off-key, forgot the right words, or something similar. The better a singer's chance of success, the better the song when performed, so that a singer with an 80% skill will sound significantly better than one with a 40% skill, even if both players succeeded with their skill rolls. A singer's player may make a Sing roll once per full turn of performance.

Speak Own Language (30)

An adventurer speaks his native language at 30%, plus whatever increases he has gained through previous experience. If the adventurer has a particularly low INT, he still has a 30% Speak Own Language. See the table near the end of the communication skills for general effects of language ability. Speak Own Language cannot be raised through experience, only through training or research. See also the special functions of Conversation, Eavesdropping, and Similar Languages below.

Speak Other Language (00)

An adventurer increases in Speak Other Language only through training and research. Research is often accomplished by settling in an area where the language is spoken. Use the research rules for the time spent and chance of increase to establish the resulting proficiency. To simulate the difficulty of learning some languages, gamemasters may increase the normal skill training time with a multiplier of 2 hours per percentile ability, simulating the difficulty of some languages. Languages of cultures entirely different than that of the adventurer definitely should be harder to learn. See also the special functions of Conversation, Eavesdropping, and Similar Languages below.

Special Functions of Languages

Conversation: Conversation at any one moment is an exchange of views and information between two speakers. If both speakers have a proficiency level above 50% with the language, there is no communication problem. When one or both members of a conversation have less than 50% proficiency, there is a chance of misunderstanding. The chance then of successful communication is the lower percentage at appropriate language skill $\times 2$.

Cormac's Saga

Istven the Scribe has Vulgate Latin at 65%. Cormac the Pict is only 35% proficient, while Nikolos has 73% ability. Istven can easily converse with Nikolos, but his chance of getting through to Cormac is only twice Cormac's ability, $35\% \times 2$ — a 70% chance.

Language Proficiency Table

Roll	Result
D100	
01-10	May only communicate simple ideas like "I want food."
11-30	May get across simple requests and live day-to-day in the native country of the language speakers. "How many moneys for leg of lamb?"
31-50	Assured communication. One can speak better than a stupid native (most stupid natives will be 30%!) and get most ideas across. "But that was only three coppers yesterday."
51-80	Allows one to tell stories, sagas, songs, etc. Can argue and bargain as well as any native speaker. "That lamb was rotten before it was butchered, and it never was worth the spit it took to hit the tax collector's eye last month."
81-00	This is the language of poets, philosophers, leaders, diplomats, emissaries and others who aspire to a fluent grasp of the nation's speech. "Surely the assessment for this specimen of decomposing provender could be reevaluated in consideration of its advanced state of putrefaction."

In many cases the gamemaster will want to make this roll, then determine how much information the lesser speaker got out of the conversation if the roll is missed. It is likely that most of the message will get through, but key words may be garbled.

Similar Languages: It is possible that a character may not know a language being spoken, but does know a similar one which can help him figure out what is being said. A Norwegian, for instance, can usually figure out what a Dane is saying.

Eavesdropping: When an adventurer is trying to listen in on a conversation, his chance of understanding the conversation is his percentile with the language. This may be modified by distance, surrounding noise, thickness of the door he is listening through, etc. The gamemaster may call for a successful Listen roll (see perception skills) before the adventurer's player makes a language roll.

The gamemaster should roll the language roll if an adventurer wants to listen in, and then relate to the eavesdropper the gist of the conversation if the roll is successful. If the roll failed, the eavesdropper couldn't understand it. However, if the roll is a fumble, the gamemaster should give the listener a distorted rendition of the conversation, which might put the adventurer on entirely the wrong track.

Cormac's Saga

In the city, Cormac the Pict sees two furtive men talking in a doorway. He casually walks past, then uses Sneak successfully to creep up on the pair.

The gamemaster calls for a Listen roll, letting Cormac's player make the roll. He is successful, and Cormac finds that the two are speaking Classical Latin. Cormac only knows

Vulgate Latin. Since the two languages are related, the gamemaster allows Cormac half of his Vulgate Latin proficiency to understand what they are saying. This gives him a 17.5% chance, rounded up to 18%.

The gamemaster rolls the dice three times because there are three important points in the conversation. The first roll is a 14, and the gamemaster tells Cormac's player that one of the talkers is addressed by the other as Garjus Carl, a well-known merchant in town. The second roll is a 53, and Cormac cannot make out what Carl is saying. The third roll is 99, a fumble. The gamemaster tells Cormac's player that Carl is looking for Pictish mercenaries to go on a quest for him. (Actually Garjus was telling the other man, a mercenary recruiter, that he didn't want any stupid Picts involved in the mission.)

Knowledge Skills

These skills usually depend on the ability of the adventurer to memorize and comprehend a body of knowledge, whether learned by rote at a campfire or deduced from endless pedantic lectures at a great university. Frequently they cannot be increased through experience, but must be trained or researched. They depend on the adventurer's INT for enhancement.

Craft (10)

There are many different crafts. Training and research for each craft must be done separately and knowledge of each craft must be entered onto a different line of the character sheet.

Performance of a craft usually takes several hours of game time. Craft examples include armorer, artificer, baker, basketweaver, bowyer, brewer, butcher, candlemaker, carpenter, cobbler, cooper, fletcher, healer, joiner, leatherworker, mapmaker, mason, potter, smith, tailor, and weaver. Hundreds of additional crafts exist.

Evaluate (05)

With this skill you can evaluate the worth of artifacts and goods (cloth, jewelry, art objects, etc.), and valuable natural materials (gems, land, exotic animals). If the adventurer has a craft, he will have double his normal chance to correctly evaluate materials associated with his craft.

If an object or substance is associated with a Lore, and the adventurer's player successfully makes the Lore roll, the Evaluate chance is doubled.

Failure to Evaluate means that the adventurer doesn't know the worth of an item. A fumble with the roll means the adventurer has an entirely erroneous idea of an item's value. This idea will be either too high or too low—always the direction more inconvenient for the adventurer. A critical success roll means that the adventurer knows the exact worth of the object in whatever coinage the adventurer is most familiar.

Evaluate takes one full turn to perform. Because the roll may convey information which the adventurer should not know, the gamemaster should always make this roll for the player.

First Aid (10)

This skill imparts a basic knowledge of what to do to help an injury or shock victim, and how to use materials at hand for that purpose.

The success chance for this skill should be rolled immediately. If the roll succeeds, all bleeding stops and the victim will not lose more hit points. If unsuccessful, the user may try again in the next round, but the victim will lose one hit point if his injury calls for it (see the damage and healing section of the Game System chapter).

Once a successful roll is made, the user may specify he is taking five full melee rounds to perform First Aid. At the end of that time the user will have healed 1D3 hit points of damage to the patient. A special success allows the user to heal 2D3 damage points. A critical success allows the user to heal 1D3 + 3 damage points.

If anything else is done during the five melee rounds in which the user performs this skill, subtract 2 from the recipient's hit points. This means that, even with a successful First Aid roll, rushing the job could do a point of damage to the recipient if a roll of one resulted from the 1D3 at the end of five melee rounds.

First Aid can only be used successfully once against injury to a specific hit location, but it may be tried again and again until successful. However, a fumble with the skill will cause 1D3 damage to the recipient, and no further attempts may be made to fix that injury by that First Aid user.

Use First Aid on any living creature.

Lores

There are five kinds of Lore. A successful roll for a particular Lore means that the adventurer has the necessary knowledge about an item or situation. A Lore skill does not increase through experience—either the adventurer knows the information or he doesn't. Lore skills assume good knowledge about the native region or town of the adventurer; Lores are rolled as percentages generally when adventurers are confronted with what seem to be new animals, plants, peoples, and so on.

It is possible to research a Lore, to learn about unicorns for instance, and in this way increase a particular Lore knowledge.

Often the gamemaster will want to make Lore rolls for the player, so that he can give the player false information when a fumble results.

Gamemasters must also govern how lore is used in campaigns. A dairy farmer with Animal Lore would automatically know about the care and feeding of cows. With an Animal Lore roll he could be expected to figure out what to do with a yak. However, no amount of Animal Lore based on his farming experience will help him domesticate a giant beetle. Similarly, a desert nomad with World Lore will know much about desert weather and the ways of sand, but his World Lore will tell him nothing about arctic weather or the properties of tundra.

Adventurers who gain similar lore about different regions or species will have to separate their lore into

specialized subsections, keeping track of their gains in ability in each type on the back of the adventurer sheet if there is no room on the front. Since there is no way that such entries can be complete, both gamemaster and players must interpret them with humor and good will.

Animal Lore (05)

Animal Lore represents biological knowledge. The adventurer who makes a successful Animal Lore roll can identify an animal, or know what to feed the animal, or tell if the animal is in good health, or perhaps predict the animal's behavior. A gamemaster may have a player simply make one Animal Lore roll to know all of the above information for a well-known animal, such as a horse, but make the player roll once for each item of information needed for an exotic animal, such as a bandersnatch.

A major use of Animal Lore is in training riding animals.

Training Riding Animals: Any adventurer with 50% or greater Animal Lore and 25% Ride skill can train a riding animal to saddle and bridle. Each game week, the player attempts to roll the adventurer's Animal Lore percentage. When successful, the animal is ready to ride.

A riding master is 50% or more in both Animal Lore and Ride. Such a character can train a riding animal to cavalry quality, so that the animal will not panic in battle. A riding master can train up a war animal's fighting skills to the master's percentile in Ride minus 50%. Thus, a 90% riding master can train a war steed up to 40% with its attacks.

A cavalry horse has a resistance to battle training equal to its POW—animals do not want to get involved in insane practices like formal combat. Each week roll the riding master's Animal Lore divided by 5 against the animal's POW on the resistance table. After a successful roll, it takes a number of hours equal to the animal's POW \times 5 (about 50 hours for an average horse) to fully train the animal.

A war steed must first be trained as a cavalry animal, then is trained in its fighting skills just as a human is, up to the riding master's limit at the usual training time for agility skills.

Human Lore(05)

Human Lore is essentially psychology and sociology. The city tough's streetwise understanding and the confidence man's canny psychology are subsumed in this skill. With it an adventurer could evaluate the politics of an unfamiliar culture. A successful roll in Human Lore could bring to mind obscure historical facts about one's own nation or tribe, trace genealogies, or answer trivial questions about the people and places in which an adventurer grew up or lived.

Mineral Lore (05)

Use Mineral Lore to understand geology and soils. A successful Mineral Lore skill roll allows the adventurer to recognize types of rock formations, determine if what glitters really is gold, check soil for fertility,

decide if his mine is valuable or not, or discover the best place for a copper deposit in the region.

Plant Lore (05)

With Plant Lore an adventurer can identify plants and know their uses. This skill also allows the adventurer to determine the plants appropriate to an environment, good growing soil for particular crops, crop yields, and the edibility of plants in the wild.

World Lore (05)

World Lore is knowledge of the physical world. A successful roll with this lore allows the adventurer to predict weather, remember geographical facts, and generally understand the processes of the physical world around him.

Combined Lore Example

An engineer must organize the construction of a large bridge.

He consults various specialists in the region. The Animal Lore specialist tells him of dangerous creatures along or in the river over which the bridge is to be built, how many draft animals for the work can be obtained, and how long it will take to train animals for special duties. The Human Lore specialist tells him how to gain the friendship and aid of local peoples, whether upheavals in the capital may influence construction, how many locals there are, and how well they will work, and advises as well about the kind of men to hire as overseers. The Mineral Lore specialist determines the adequacy of the foundation sites, locates sources of lime and sand for mortar, and finds the nearest quarries of foundation stone. The Plant Lore specialist evaluates the amount and kind of nearby food sources, whether nearby sources for rope and line exist, and (together with the Mineral Lore and World Lore specialist) determines the practicality of expanding local food production if labor must be imported. He discusses the qualities of local softwoods and hardwoods as well. Among other things, the World specialist advises about the weather, height of the river, maintenance of the bridge, and whether or not the bridge as planned will fall down or is practical considering the materials. With such data, the engineer learns in a useful sense how his completed bridge will fit into the region.

Martial Arts (00)

This skill makes the best use of natural weapons. It is a discipline of the mind which allows an adventurer to double the damage done by the natural weapon. This has no effect on damage bonus. Using Martial Arts, an adventurer's player must roll a successful attack with a natural weapon. If the roll is also under his adventurer's Martial Arts percentile, then the adventurer gets the benefit of two listed damage rolls for the natural weapon.

Cormac's Saga

Nikolos the Wise has 37% Martial Arts. He is attacked

by a footpad who clumsily strikes and misses with a dagger. Emboldened by his inept foe, Nikolos strikes with his Fist. His player rolls 23, which means that Nikolos not only succeeded with his Fist attack (at 50%), but he also successfully used his Martial Arts. He does 2D3 damage with his fist (two of the usual 1D3 Fist damage rolls), plus Nikolos' usual 1D6 damage modifier.

Martial Arts also affects an adventurer's Fist parry. A successful parry roll which is also less than the Martial Arts percentage means that the user's fist will block 6 points of damage and will take no damage from the attack, no matter what weapon is used. Damage in excess of the 6 points will still reach the defender.

Read / Write (00)

With this skill an adventurer can read a language and write in it simply. The writer knows how to form written symbols so that another literate person can read them. In some languages (such as Japanese) an expressive caligraphic hand is required to successfully communicate to anyone of any status or pretense to culture, and a gamemaster running a campaign with that sort of written language might divide these two skills into two, giving an adventurer half his training gain in writing while learning to read.

Reading must be learned separately for each language known, even if both use the same alphabet. If unsuccessful in reading a written passage from some language, a character cannot try again until he has been trained further or researched enough to increase his skill. Again, it is often a good idea for a gamemaster to roll the dice for a character reading a vital manuscript, as a fumbled roll will give him misinformation.

Shiphandling (00)

Shiphandling allows an adventurer to successfully command a ship which needs a crew of more than two. It includes aspects of navigation, sail-setting, arranging watches, and the other knowledge necessary for the master of a ship.

Note that Shiphandling is a skill which can be increased through experience rolls, once the adventurer has gained some training in it.

Shiphandling conveys the knowledge to use a ship. Navigating by the stars, recognizing shoal water, significant landmarks, and so on are part of the World Lore for those adventurers who have a sea background or who gain training in that aspect of World Lore.

Magic Skills

These skills are used either to enhance or to create magical effects. They depend on INT, POW, and DEX. The magic skills of Ceremony, Enchant, and Summoning are discussed in the Ritual Magic chapter of the Magic book.

Manipulation Skills

Manipulation skills are those requiring fine hand control. Unlike agility skills, they depend as much on INT as DEX, nor is STR as important.

Conceal (5)

With this skill an object can be concealed so that it may be found only with a Search skill roll. The object may be of any size, and the act of concealing can be as simple as putting it into a drawer or as complex as rigging a false floor for a chest. The object may be of any size, even as large as a war machine or a horse.

To successfully use Search to find a Concealed item, subtract the Concealing skill from the Searching percentile and roll equal to or less than the remainder, as with Hide and Search. Gamemasters must be prepared to modify this roll for the SIZ of the concealed object or for specialized information the Searcher might have.

Cormac's Saga

Cormac the Pict has been told that he will be inducted into the city guard if he can find a golden ring the commander of the guard has hidden in his office within five minutes.

The commander's Conceal skill is 45%, and Cormac's Search skill is 50%, which gives Cormac a 5% chance of success. However, the ring is small, so the gamemaster rules that it gains a modifier of 30% for its small SIZ, which would reduce Cormac's chance to -25%, even though he still has the usual 5% chance of success (01-05 result) which everyone has.

Fortunately, Cormac knows that the commander fancies model ships with working parts, and that there are two of these models within the office—natural spots for the commander to hide the ring. The gamemaster rules that this previous knowledge gives Cormac a 40% advantage, cancelling the SIZ disadvantage and adding 10% to his chance. Cormac's player rolls 13 on D100 in his second try on the second model, and passes the Search test.

The Conceal skill can be used in any area, outside or inside, to find a hiding place (either natural or constructed) for an object. It is assumed that anyone watching while the object is concealed can later go right to the object.

While the time to conceal an object will depend on the object and facilities for concealment, as a guide the gamemaster may use a time scale of one melee round per SIZ point to be concealed to determine time spent on concealment.

Sleight (5)

An adventurer can use this skill of quick hands and misdirection to hide or to take a small object while being watched by others. This skill manipulates small objects, as in juggling, and can be used to determine whether or not a small object is caught.

A person with a high skill in Sleight will do well with shell games, card tricks, and picking pockets. A successful simple success roll means that the user accomplishes his purpose with no complications—if no one watching him attempts a Scan roll at the same time. If both rolls are being attempted, the Scanner's player must subtract the Sleight user's skill from his adventurer's Scan and roll against that remainder to expose the trick.

Sleight takes one strike rank to perform.

Devise (5)

This is the skill of both assembling and disassembling mechanisms such as traps and locks. If the deviser has the artificer Craft, a successful Craft roll will double the success chance for Devise. If a mechanism has been Devised by someone for the purpose of foiling subsequent Devisers, then the creator's Devise must be sub-

tracted from the adventurer's Devise skill before the player can attempt to roll against the remainder.

Devise takes at least one melee round per SIZ point of object for disassembly, and one full turn per SIZ point for assembly.

Play (Instrument) (00)

With this skill a specific type of musical instrument can be used to give a pleasing performance. Failure indicates that the performer used the wrong chords, forgot the notes to play, dropped the instrument, etc.

An adventurer's player must make one Play roll per full turn.

As with Sing, the better the performer's chance of success, the better the piece when performed, so that a player with 80% skill will sound better than a player with 40% skill, even if both rolls are successful.

Perception Skills

With a perception skill, an adventurer can extract specific information from one or more senses and intelligently organize it. The characteristic modifiers are INT, POW, and CON.

Listen (25)

This skill is both the ability of listening intently for sound where one would not normally hear it and the ability to pick up incidental sounds and interpret them correctly, even when not consciously searching for them. Trying to hear through a door or down a long corridor, or being awakened by the stealthy opening of a window are examples of Listen situations. The gamemaster often will negatively modify this skill roll for special circumstances.

A successful Sneak roll must be subtracted from the listener's Listen chance, along with any modifiers applied by the gamemaster for space intervening walls, etc.

Successful use of this skill might take any length of time, from a full turn (five minutes) to no time at all, depending on the circumstances.

Scan (25)

With Scan an adventurer can observe an area for anomalous movement. Guards and scouts, for instance, will study terrain for approaching enemies. The chance of a successful Scan roll can be curtailed by intervening terrain. Scan can also be used to determine if something has changed in terrain with which the Scanner is already familiar.

If an intruder only moves when the scanner is not looking and freezes in place when the scanner is looking at him (a standard infiltration technique), the Scanner's player must subtract the other's Hide ability from his adventurer's Scan, and can spot the infiltrator only by rolling under the difference on D100.

The Scan ability can be pitted against another's Sleight ability if the Sleight user is attempting some activity like a shell game.

Scan takes one melee round per 90-degree arc scanned. The Scan skill is reduced by half for every

extra 90-degree arc which the adventurer attempts to scan in the same melee round.

Search (25)

Using Search, an adventurer can closely scrutinize an area to find a Concealed item, a person using Hide, or even a small object hidden with a Sleight roll. This skill can reveal secret passageways, traps, or hidden drawers in chests. Search often involves handling items and risking life and limb while tracing the exact parameters of a trap. Search takes one melee round per 4-square-meter area searched.

Track (05)

With this skill a living being can be trailed through wilderness and rural farming areas. A tracker follows traces which the quarry leaves behind, such as footprints, droppings, disturbed vegetation, etc. The skill includes such things as knowledge of how certain animals behave when trying to elude pursuers, and the tricks used to cover trails.

When on the trail of something or someone, a Track roll must be made every two full turns (ten minutes) of game time. If the trail is lost, the tracker may cast about to see if he can pick it up again at half his normal Track ability. Each attempt to pick up the trail again takes one full turn, plus any time spent retracing one's step to the place where a trail may have diverged. Each day or fraction thereof that the trail is cold, subtract 20 additional percentiles from the tracker's ability.

Terrain / Perception Skills Table

This table demonstrates the effect of terrain on Perception skills. The percentile shown should be subtracted from Scan, Search, and Track skill abilities before attempting to make a skill roll. The Terrain has no effect on Listen rolls.

Light			Medium			Heavy		
Scrub	Bush	Trees	Scrub	Bush	Trees	Scrub	Bush	Trees
-0	-10	-10	-10	-20	-20	-15	-30	-50

If ground is broken, halve Search and reduce Scan by 25% before subtracting the terrain percentile.

Definitions of Headings

Light: No more than one item of the terrain type per 9 square meters. Normal vision range possible except for items of terrain.

Medium: No more than five items of the terrain type per 9 square meters. Vision range cut to half of normal by overlapping terrain items.

Heavy: More than five items of the terrain type per 9 square meters. Vision range cut to 25% of normal by overlapping terrain items.

Scrub: Ground cover perhaps waist high, mostly grass and light brush. It does not impede movement.

Bush: Ground cover up to slightly above man height, with many dense clumps of brush. It will reduce movement by 15% to 50%, depending on density.

Trees: Forest of trees several man-heights high. It will impede movement as Bush does; the trees can support human weight.

Stealth Skills

Adventurers use stealth skills to conceal themselves from hostile eyes. The aura of a high POW (which draws attention) is not helpful in such situations; small SIZ and good DEX enhance the skills.

Hide(10)

With Hide, any available cover, including shadows, misty areas, etc., can be used to hide oneself from others. The surrounding terrain influences the chance to Hide. See the Terrain / Stealth Skills Table below.

If a character wishes to hide and move at the same time, his chance is half of his normal Hide percentage after determining terrain effects.

See the Sneak description just below to combine Hide and Sneak.

If this skill is used in the vicinity of adventurers who are not actively using Search, a simple success roll will keep the user from being discovered. If the hiding adventurer's player made a successful roll but someone is actively Searching in the area, the searcher can find the hider only if his player subtracts the hider's Hide skill from his adventurer's Search skill and rolls D100 equal to or less than that remainder.

An adventurer attempting to Hide while moving will be seen by an adventurer stated to be using the Scan skill—if that adventurer's player can successfully roll equal to or less than his adventurer's Scan minus half the haiding adventurer's Hide skill.

The Hide skill takes until the user's DEX strike rank to perform. The skill can be rolled for only once for each Hide attempt.

Sneak (10)

This skill covers moving in silence, without alerting a foe. If it is used at the same time as the skill of Hide, a single roll resolves the situation.

Cormac's Saga *Cormac the Pict is stealthily following the Priest of Set when he realizes that the hierophant is doubling back towards him. He attempts to Sneak (a 57% chance for him) to a nearby wall-hanging and Hide (a 52% chance) behind it. His player rolls 54 on D100, which means that his movement was quiet, but that his boots are peeking out from beneath the hanging. Had his player rolled 52 or less, Cormac would have succeeded at both skills.*

Employed in the vicinity of adventurers who are not actively using Listen, a simple success roll will keep the sneaker from discovery. If there is an adventurer stated to be using Listen in the area, then the sneaker's player must subtract the Sneak skill from his adventurer's Listen percentile and successfully roll equal to or less than the difference to hear the movement.

Make a Sneak roll for each melee round in which the sneaker is being listened for, but only once if there is no active listening.

Each point of ENC from metal armor subtracts 1 percentile from an adventurer's success chance with this skill.

Terrain / Stealth Skills Table

This table demonstrates the effect of terrain vegetation on Stealth Skills. Depending on the Stealth skill, either add or subtract the percentile shown to the skill when the terrain vegetation is present.

	Light			Medium			Heavy		
	Scrub	Bush	Trees	Scrub	Bush	Trees	Scrub	Bush	Trees
Hide	+5	+10	+10	+10	+20	+20	+15	+30	+50
Sneak	-5	-10	-10	-10	-20	-20	-15	-30	-50

If terrain is flat, halve the Hide percentiles before adding the terrain modifier.

If terrain is broken, double the Hide percentiles before adding the terrain modifier.

See Terrain / Perception Skills Table for definitions of Light, Medium and Heavy vegetation.

Definition of Headings

Scrub: Waist-high cover, grasses intermixed with light brush. Impedes secretive movement by 15 percentiles if heavy.

Bush: Waist-high to man-high cover, light and thick brush. Lowers the chance for secretive movement by 15 percentiles if Light, 30 percentiles if Medium, and 50 percentiles if Heavy.

Trees: Forest of trees and bushes, man-high and higher. Impedes secretive movement like Bush. Trees will support human weight.

New Skills

The present skills list for *RuneQuest* inevitably neglects some skills and forces others into unnatural union within one skills category. The choice has been made to emphasize those skills which adventurers will need for their lives as *RuneQuest* adventurers.

Guidelines for Inventing New Skills

If gamemasters and players feel there is a need for more skills, they have the authors' permission to use them. Use the current skill list as a guide, and try to keep the new skills compatible with the skills already published. A detailed campaign might want to include several more skills; the following list is only a sampling of possible skills and their categories.

Agility Skills

Dance (several categories possible)
Sail

Communication Skills

Act
Debate (which splits up Fast Talk)

Manipulation Skills

Drive (Chariot)
(Oxcart)
(Four-Wheeled wagon)

Perception Skills

Feel
Scout (different areas by terrain)
Smell
Taste



The World

Besides monsters and villains, natural forces of the fantasy world such as poison, disease, and old age or inaction can also threaten adventurers.

Natural Damage

The primary sources of damage to an adventurer are the weapons and magics of his foes. Previous chapters explain how this damage comes to the adventurer. But hazards and difficulties in the impersonal world can serve to damage an adventurer as much as sword or spell.

Falling

It is the lot of adventurers to fall down cliffs, tumble into pits, be tossed off riding animals, or be dropped into the pockets of giants. A number of cumulative factors determine the final damage done. A falling adventurer who makes a successful Jumping skill roll can specify on which hit location he lands.

Height: An adventurer takes 1D6 damage to a random hit location (use the melee hit location chart) for every three meters he falls. The entire damage done by the fall applies both to the rolled hit location and to the adventurer's total hit points. This is an exception to the rule that a limb may take only twice its hit points in damage.

Velocity: Impetus also counts in determining damage. Falling from a horse is in the 1-3 meters range (doing 1D6 damage), but being tossed from a horse converts it into the 3.1-6 meters range (i.e., 2D6). Likewise, a 9-meter-tall giant tossing an adventurer 9 meters gives him the equivalent of an 18-meter fall (6D6).

Size: If the SIZ of the adventurer is under SIZ 5, he takes 1D6 less damage. Make no modification for adventurer SIZs 6-20. For each 20 points of SIZ or fraction thereof over 20, add 1D6 to the damage done by a fall.

Surface: Gamemasters may adjust for relative softness of the area fallen upon. Armor may protect against falling damage in some cases, as the game-master decides. Magical protections (see the Magic book) always protect against falling damage.

Pointed Objects: If, for instance, an adventurer falls on a stake or other pointed object at the bottom of a pit, then the falling damage counts as a damage

modifier for the stake. Normal stake damage is 1D10+1, with the chance of hitting determined by the gamemaster when setting up the trap.

Asphyxiation

Use asphyxiation damage to resolve situations in which the adventurer is denied breathable air, such as smoke inhalation, drowning, poisoning by gas, or choking.

If the situation did not surprise the adventurer, then he can hold his breath during the first melee round of exposure to asphyxiation — if his player succeeds in rolling $\text{CON} \times 10$ or less on D100. (Remember, a roll of 96-00 is still a failure.) For the next nine melee rounds, the CON success roll is successively reduced by one multiplier each melee round. Thus, in the second round the roll is $\text{CON} \times 9$, then $\text{CON} \times 8$ in the third round, etc.

On the tenth and following melee rounds, the player must try to make successful D100 rolls equal to or less than his adventurer's CON as a percentage. When such a roll is missed, the adventurer takes a certain amount of damage to his total hit points at the end of each following melee round, until he dies or escapes the situation.

The damage done per melee round depends on the substance inhaled. Water does 1D8; smoke does 1D4; dense smoke does 1D6; poison gas does 1D8 plus its corrosive effect, if any.

The player of an adventurer who is being deliberately choked must make a roll of his adventurer's CON as a percentage each melee round or the adventurer takes 1D6 damage to his total hit points. The adventurer has no chance to hold his breath in this situation.

Surprise: If the adventurer is surprised by the situation in which he is being asphyxiated, a luck roll determines whether he had taken a breath. If the roll is successful, follow the entire asphyxiation procedure. If the roll does not succeed, subsequent successful CON rolls can be no higher than the adventurer's CON as a percentage.

Fire and Heat

Fire: At the end of the melee round, fire damages any hit location it has touched in the round. The quantity of hit locations affected derives from the size of the fire. For instance, a torch affects only one hit location, but if the adventurer is tossed into the middle of a bonfire, all of his locations will be affected.

Magical protections and armor will subtract their protection points from this fire damage for one melee round.

Clothing, hair, armor padding, and other material on the body of the adventurer might ignite through contact with fire, but this must be settled on a case-by-case basis by the gamemaster. Metal weapons and armor will not be destroyed by fire unless left in the flames for several full turns, but they may be too hot to use when withdrawn.

An adventurer dropped into the middle of a bonfire may also take asphyxiation damage.

Heat: *RuneQuest* measures heat intensity by the amount of damage that it does. All measures of heat intensity are for 1 ENC of substance, or for 1 hit location for living creatures. In the lower ranges of heat, intensity is approximated by the size of the fire, but the upper range can be reached only in furnaces or by magical means.

If your adventurer falls into a fire (1-3D6 damage), is hit by a vat-load of boiling lead (3D6 damage), or slips into a pit of lava (13D6 damage), you will want to know if he lives. Alternatively, your adventurer may need to intensify a temperature to cast metal or to melt a door.

Flame: Equivalent to a candle, torch, or lantern flame. 1 point of damage per melee round.

Small Fire: Moderate heat, equivalent to a cooking campfire. 1D6 damage per melee round.

Large Fire: Equivalent to a raging bonfire, steam, or a burning house. Such heat will melt tin. 2D6 damage per melee round.

Intense Fire: This strong fire, capable of melting lead, is too hot to approach closely. An intense fire approximates common magical fires. Damage = 3D6/melee round.

Other melting points:

Zinc = 4D6 per melee round.

Aluminum = 6D6 per melee round.

Bronze = 8D6 per melee round.

Silver = 9D6 per melee round.

Copper = 11D6 per melee round.

Rock (most), Glass = 13D6 per melee round.

Nickel = 14D6 per melee round.

Iron = 15D6 per melee round.

Exposure, Hunger, and Thirst

An adventurer suffering stifling heat or freezing cold suffers two to four times the normal loss of fatigue points per melee round of activity. The gamemaster determines the multiplier for the situation. A hungry adventurer will have the same penalty for melee round activity applied to his fatigue points after two days without food, and a thirsty adventurer must bear the penalty after one day without liquid.

While exposed, hungry, or thirsty, simple rest will not restore fatigue points.

For every day his fatigue points are not a positive number, an adventurer takes 1D6 damage directly to his total hit points. If the hit points are reduced to zero or less, he will die after that day is over. The gamemaster will decide just what circumstances constitute the conclusion of a day.

Poison

The principle of all poison use is the same. All poisons have a Potency (POT) which is matched against the CON of a poisoned individual. If the poison overcomes the adventurer's CON, then its full POT is done as damage to that adventurer's total hit points. If the poison does not overcome the adventurer's CON, then it has a lessened effect—usually this means that half the poison's POT is given as damage to the adventurer's hit points.

Poison damage is always damage to the total hit points of the adventurer.

Poison damage is usually not figured on the same melee round in which an adventurer is poisoned. The delay before poison damage takes effect depends upon the poison. Unless otherwise specified by the gamemaster, the delay is three melee rounds.

If an adventurer takes two doses of a poison, he resists versus each one separately: two doses of a POT 10 poison are not the same as one dose of a POT 20 poison.

Poison Antidotes

Almost all poisons have antidotes. All antidotes have a POT rating, just as do poisons. If an adventurer takes a poison's antidote no more than a half hour before being poisoned, the antidote's POT is subtracted from the poison's POT before damage is figured.

An antidote for one type of poison may give a lessened benefit even when used with the wrong poison type.

For example giant scorpion venom antidote works at half POT against manticore venom, and vice versa. Giant spider venom antidote works at half POT against giant scorpion venom, and vice versa. Wyvern venom antidote works at half POT against snake venom, and vice versa.

Disease

Plague and afflictions beset hapless inhabitants in any *RuneQuest* world. Broos and harpies carry illness, wicked shamans spread sickness with disease spirits, priests of the goddess of disease employ divine spells to help their foul cause. Natural disease exists as strongly as in our own world.

The following diseases all cause their victims to risk losing characteristic points at regular intervals. The first point is lost when the adventurer initially contracts the disease.

Whenever an adventurer has been exposed to a disease, his player must attempt to roll his adventurer's current CON $\times 5$ or less on D100. If he fails, he must again attempt a successful roll of the

adventurer's CON $\times 5$. Counting the number of failed rolls, he must keep trying until finally succeeding with the roll. Cross-index on the following table the number of times that the adventurer's player failed his CON roll.

Failures	Degree of Illness
0	none
1	mild: lose 1 characteristic point weekly
2	acute: lose 1 characteristic point daily
3	serious: lose 1 characteristic point hourly
4+	terminal: lose 1 characteristic point per minute

After contracting the disease, the adventurer's player must attempt another CON roll at every interval specified by the number of failed CON rolls. For example, a player whose adventurer had a mild disease would attempt a CON roll once per game week. If this CON roll succeeds, the adventurer is cured of his illness and loses no more characteristic points. This recovery CON roll is typically CON $\times 5$, but may be CON $\times 4$, CON $\times 3$, CON $\times 2$, or even CON $\times 1$ if the gamemaster judges that a particular disease is especially tenacious. Remember, the adventurer loses one characteristic point upon initially contracting a disease.

An adventurer must rest and be tended while recuperating from a disease. If he does not, then the CON multiplier establishing the recovery roll is lessened. The extent of this penalty is up to the gamemaster, but as a general guide if the recovery roll normally would be CON $\times 5$, reduce it to CON $\times 4$ if the adventurer was not at home in bed, reduce it to CON $\times 3$ if he were hiking in the wilderness, reduce it to CON $\times 2$ if he were engaged in strenuous activity such as combat, and reduce it to CON $\times 1$ if he were injured, wounded, etc.

Some Diseases

Wasting Disease: Muscles atrophy. Affects STR. When an adventurer's STR reaches 0, he dies.

Creeping Chills: Chills and fever, ruining health. Affects CON. When an adventurer's CON reaches 0, he dies.

Brain Fever: Delirium. Affects INT. When an adventurer's INT reaches 0, he becomes a vegetable.

Soul Waste: A psychic disease attacking on the spirit plane. Affects POW. When an adventurer's POW reaches 0, he ceases to exist, even spiritually.

The Shakes: Nerve ailment. Affects DEX. When an adventurer's DEX reaches 0, he becomes a quivering mass of ganglia.

Cormac's Saga *Cormac's new manservant, Alain, is exposed to the brain fever while cleaning captured broos' weapons. His CON is 10 and his INT is 10. His player fails his first three CON rolls, but makes the fourth. Alain loses a point of INT immediately, has a serious case of brain fever, and will lose a point of INT each hour thereafter. He is three hour's march from town. Cormac and his comrades put Alain on a stretcher and carry him there.*

Since this disease is the result of broo contamination, the gamemaster deems that it takes a roll of CON $\times 4$ (40 or less

for Alain's player to roll) to recover. The first three hours, Alain is being carried on the rude stretcher rather than resting in bed, so the required CON roll is reduced to CON $\times 3$ ($10 \times 3 = 30$) on D100. When his player fails game hour one's CON roll (30% chance for success), Alain's INT is reduced to 8. The player then fails the roll for hour two (still 30% chance for success), giving Alain INT 7, and fails as well the third hour's roll, leaving Alain with INT 6. At the end of that time Alain is in town, and put into bed, giving him a CON $\times 4$ (40%) chance to recover from the dread fever. His luckless player fails one more roll, lowering Alain to INT 5. But for the next hour Alain's player rolls 14 on 1D100, successfully rolling under his adventurer's CON $\times 4$.

Alain is cured, but with an INT of 5 a few days later he wanders away, idly volunteers to be an oarsman on a galley owned by a corrupt merchant, and is not seen again for 11 years.

Aging and Inaction

Old Age: Older people get wiser and more experienced (as measured by skills increases in *RuneQuest*, but their physical abilities may decrease. To simulate this, after an adventurer has reached the age of 40, each year, on the adventurer's birthday (or at the end of the year, at the gamemaster's whim), he must roll 2D6 on the following table:

2D6	points lost	2D6	points lost
2	4	7	none
3	3	8	none
4	2	9	1
5	1	10	2
6	none	11	3
		12	4

After determining the number of characteristics points lost, roll 1D10 on the following table for each point lost.

1D10	characteristic
1-2	-1 STR
3-4	-1 CON
5-6	-1 DEX
7-8	-1 APP
9-10	no loss

If a characteristic is lowered to zero, the adventurer dies. (Yes, it's possible for an adventurer to simply "ugly away" — this represents general deterioration and aging.)

Inaction: Adventurers who neither train nor participate in any adventures in a game year may (at the gamemaster's option) incur the same penalty as that for aging. It is possible that inactive adventurers over 40 may be ruled to doubly risk their characteristics.

Damage to Inanimate Objects

Inanimate objects such as doors, chairs, and walls are likely to get in the way of a blow or need to be battered down in order to free an imprisoned adventurer.

Armor Points for Objects

Treat an inanimate object like a weapon or piece of armor (its armor points are also hit points). If the damage points hitting exceed the armor points, then the hit points are reduced by the amount of damage in

excess of the armor points, which in turn reduces the armor points. If an object is reduced to zero hit points, it is totally destroyed if it is smaller than human-sized (such as a chair) or has a human-sized hole in it if it is larger (such as a wooden wall).

The armor points of an object may equal its points of SIZ, but this is not necessarily the case: some heavy, but soft objects may withstand less damage than objects light, but resilient.

Armor Points for Objects Table

Object	Armor Points
Light Wooden Furniture	5
Light Wooden Door	6
Heavy Wooden Furniture	8
Heavy Wooden Door	8
Hut Wall	6
Fence Rail	12
Farmhouse Wall (wood & plaster)	15
Postern Gate	20
Large Stone	20
Loose Stone Wall	20
Adobe	25
Castle/Town Gate	30
Wooden Palisade	30
Mortared Stone/Brick Wall	35

Results of Damage

Objects Attacked: An inanimate object attacked with a weapon will take all excess damage to its hit points, which will reduce its armor. If an object gets in the way of a blow because of the Hit Location rolled, it is considered to be attacked by the blow.

Objects Used as Parrying Weapons: An inanimate object used as a shield will take damage just as a shield does, losing one Hit Point, and therefore Armor Point, for every blow which exceeds the Armor Points of the object.

Terrain

Terrain consists of those natural features of the game world which may affect play. Game effects influence movement and some skills. Terrain effects are described in the Skills chapter.

Movement: The value shown below is the number of meters per melee round to be subtracted from the total movement distance, depending on the terrain encountered.

	Scrub	Bush	Tree
Light	0	0	1
Medium	0	1	2
Heavy	0	2	3

Cormac's Saga *Creeping amidst a heavy stand of trees, Cormac has a 57% chance to Sneak away from pursuing soldiers. However, he is hurrying because they are searching for him.*

The cover adds 50 percentiles to his chance to Hide. But he is trying to Sneak away at 3 meters per melee round, incurring

a -15 percentiles modifier to his Sneak among the trees, for a 42% total chance. If he wishes instead to move while Hiding, he will also lose 15 percentiles—after the usual halving of the skill chance for moving while Hiding. Since his Hide skill is 44%, his player will add 50 percentiles for the trees to get 94%, halve that to get 47%, then subtract 15 percentiles to get a 32% chance of Hiding while Sneaking.

Weather

"Weather" is all the atmospheric conditions which may affect adventurers. This includes wind, cloud cover, temperature, and precipitation.

Wind

Strength and direction define moving air. Measure wind strength using the following table, which relates, shows nominal air velocity in terms of STR points.

Wind Measurement Table

STR	Result
0-2	Calm, no air movement.
3-6	Light air, little movement; will gutter a candle, may not blow it out.
7-12	Breeze; easily blows out a candle.
13-18	Light wind. Lower limit for good sailing in boats.
19-24	Moderate wind. Dangerous to flying creatures and may knock them down. Birds often roost in such wind.
25-30	Strong wind. Menacing to average humans; may knock them down. Upper limit for sailing ships to endure.
31-36	Fresh gale. Impossible for average humans to remain afoot.
37-45	Whole gale.
46-50	Hurricane.

Wind has three main effects on play, forcing adjustments to movement, to missile fire, and to visibility.

Movement: Total the adventurer's STR plus SIZ. The result is the minimum wind strength which will always affect the adventurer. In such a wind the gamemaster should have the adventurer's player make a resistance roll using the total of the adventurer's STR plus SIZ against the STR of the wind. A failed roll means that the adventurer has lost his footing and has fallen.

Flying creatures use only their STR to find the minimum wind which will affect them.

Cormac's Saga *Cormac and his companions are traveling across a plateau when a huge wind roars down on them. Cormac's STR plus SIZ equals 29. However, this wind measures an awesome 35. Cormac's player must make a successful resistance roll of 29 against 35, leaving the adventurer a 20% chance he will not be knocked down by the gale.*

Missile Fire: These adjustments begin at wind STR 10. Each wind STR point greater than 10 reduces the accuracy of missiles by 5 percentiles.

Visibility: Vision may be affected by wind-borne materials such as dust, snow, leaves, or butterflies. The wind's STR determines the size of the particle picked up, thereby reducing the visibility. In situations where wind may blow something about, a fair rule of thumb is that the maximum percentage reduction of visibility equals the wind's STR as a percentage.

Cloud Cover

Cloud cover defines the amount of the sky which is obscured by clouds. Some spells require a certain percentage of the sky to be cloudy or clear.

This number also determines the percentage chance of rain, and the amount of water likely to fall.

Cloud Cover Table

% cover	scale of cover	possible precip.
0-10	none	0-10mm
11-20	scant clouds	11-20mm
21-30	scattered clouds	21-30mm (1" +)
31-40	slightly overcast	31-40mm
41-50	moderately overcast	41-50mm (2")
51-65	mostly overcast	51-65mm
66-80	completely overcast	66-80mm (3")
81-100	dense clouds, little light	81-100mm (4")

Rain

Precipitation chances equal the percentage of sky covered. Roll D100 each day. If the result is equal to or less than the percentage of sky covered, then rain falls. The amount of precipitation which falls equals the D100 roll which made it fall, in millimeters.

Temperature

RuneQuest uses centigrade measurements for temperature. Plus-one-degree in *RuneQuest* equals one degree centigrade.

temp. reference	degrees in C°
water freezes	0
water boils	100
human optimal range	17/27
human-acceptable	10/40
human-survivable	-20/45

Properly-equipped humans can survive greater or lesser temperatures for some time, but they will die in an hour from exposure to either extreme.

Ancient Map of the Eastern World. The mapmaker Korybos drew upon the tales of far-ranging explorers, fishers, trappers, and traders for much of the information for his maps. In many areas his accuracy is astonishing; in others he obviously relied upon his imagination.



Ancient Map of the Eastern World

as drawn by Korybos of Tiana

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