Game Aids

Melee Sequence

Statement of Intent Phase: each player and gamemaster declare their intentions for their characters. Suggestion: first statement given by character with lowest DEX. 3 SR required to change actions in the midst of the MR.

Action Phase: 10 SR per MR. An adventurer may begin moving on his DEX SR. Roll D100 to succeed in skill use, and D20 if affecting a hit location. Check for knockback (automatic for special hits).

Bookkeeping: subtract all damage done; note fatigue point loss; check for bleeding and Heroic rolls; make experience checks.

Limit to Activities

An adventurer can perform two of the three melee actions (attack, parry, dodge). He may also cast spells if sufficient SRs remain in the melee round, though he may not attack, parry, or dodge while casting spells. Spellcasting activities can carry-over to the next melee round.

Use of these tables will speed game play. They are grouped by color. Remove the center forms and use them as masters with which to make copies for gamemaster use.

Skill Results

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

The Resistance Table

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

Passive \ Active	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21
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

Attack Modifiers

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.
−10	Attacker is riding a moving animal/vehicle.

Humanoid Hit Locations

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

Missile / Spell

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

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.

4-Legged Animal Hit Locations

Area	*melee D20*	*missile D20*	*HP Multiplier*
RH Leg	01-02	01-02	.25
LH Leg	03-04	03-04	.25
Hind Q	05-07	05-09	.40
Fore Q	08-10	10-14	.40
RF Leg	11-13	15-16	.25
LF Leg	14-16	17-18	.25
Head	17-20	19-20	.33

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Combined Melee Weapons and Parry Weapons Fumbles

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.

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).

Missile Weapons Fumbles

D100	Result
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.

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	Armor or clothing strap breaks: roll to determine hit location.
36-40	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: for 1D3 melee rounds, lose 25 percentiles for attacks, parries, and Dodges
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.

Natural Weapons

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

Engines

Name	ENC(kg)	Base %	Damage	Max. Range	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

Missile Weapons

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.

D

Melee Weapons

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
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.

RuneQuest Ship Sheet

Ship Name _____

Hull Type _____

Owner/Sponsor _____

Year Built _____ Age ____

Length _____ Capacity _____

Beam _____ Crew _____

Freeboard _____ Draft _____

Crew Members	pay	Cargo	tons
Captain _____	____	_____	____
_____	____	_____	____
_____	____	_____	____
_____	____	_____	____
_____	____	_____	____
_____	____	_____	____
_____	____	_____	____
____ other sailors	____	misc. _____	____

Engine	SR	Range	A%	Damage	ENC	AP
_____	___	__ / __	___	_____	___	___
_____	___	__ / __	___	_____	___	___
_____	___	__ / __	___	_____	___	___

Seaworthiness: 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 (_____)

Hull Quality: 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 (_____)

Structure 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 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 (_____)

RuneQuest Ship Sheet

Ship Name _____

Hull Type _____

Owner/Sponsor _____

Year Built _____ Age ____

Length _____ Capacity _____

Beam _____ Crew _____

Freeboard _____ Draft _____

Crew Members	pay	Cargo	tons
Captain _____	____	_____	____
_____	____	_____	____
_____	____	_____	____
_____	____	_____	____
_____	____	_____	____
_____	____	_____	____
_____	____	_____	____
____ other sailors	____	misc. _____	____

Engine	SR	Range	A%	Damage	ENC	AP
_____	___	__ / __	___	_____	___	___
_____	___	__ / __	___	_____	___	___
_____	___	__ / __	___	_____	___	___

Seaworthiness: 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 (_____)

Hull Quality: 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 (_____)

Structure 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 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 (_____)

RuneQuest Ship Sheet

Ship Name _____

Hull Type _____

Owner/Sponsor _____

Year Built _____ Age ____

Length _____ Capacity _____

Beam _____ Crew _____

Freeboard _____ Draft _____

Crew Members	pay	Cargo	tons
Captain _____	____	_____	____
_____	____	_____	____
_____	____	_____	____
_____	____	_____	____
_____	____	_____	____
_____	____	_____	____
_____	____	_____	____
____ other sailors	____	misc. _____	____

Engine	SR	Range	A%	Damage	ENC	AP
_____	___	__ / __	___	_____	___	___
_____	___	__ / __	___	_____	___	___
_____	___	__ / __	___	_____	___	___

Seaworthiness: 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 (_____)

Hull Quality: 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 (_____)

Structure 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 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 (_____)

RuneQuest Ship Sheet

Ship Name _____

Hull Type _____

Owner/Sponsor _____

Year Built _____ Age ____

Length _____ Capacity _____

Beam _____ Crew _____

Freeboard _____ Draft _____

Crew Members	pay	Cargo	tons
Captain _____	____	_____	____
_____	____	_____	____
_____	____	_____	____
_____	____	_____	____
_____	____	_____	____
_____	____	_____	____
_____	____	_____	____
____ other sailors	____	misc. _____	____

Engine	SR	Range	A%	Damage	ENC	AP
_____	___	__ / __	___	_____	___	___
_____	___	__ / __	___	_____	___	___
_____	___	__ / __	___	_____	___	___

Seaworthiness: 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 (_____)

Hull Quality: 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 (_____)

Structure 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 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 (_____)

RuneQuest

Adventurer Sheet

Personal Information

Adventurer Name _____ Player Name _____
Species _____ Homeland/Clan _____
Age _____ Gender: ☐ Male ☐ Female Parent Occupation _____
Culture _____ Adventurer Occupations _____
Religion _____

Characteristics

current: **STR** ___ **CON** ___ **SIZ** ___ **INT** ___ **POW** ___ **DEX** ___ **APP** ___
original: **STR** ___ **CON** ___ **SIZ** ___ **INT** ___ **POW** ___ **DEX** ___ **APP** ___

Selected Attributes

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

Skills

Agility (_____)
Boat (05) _____ ☐
Climb (40) _____ ☐
Dodge (05) _____ ☐
Jump (25) _____ ☐
Ride (05) _____ ☐
Swim (15) _____ ☐
Throw (25) _____ ☐

Communication (_____)
Fast Talk (05) _____ ☐
Orate (05) _____ ☐
Sing (05) _____ ☐
Speak Languages
Own (30) _____ ☐
_____ (00) _____ ☐
_____ (00) _____ ☐

Knowledge (_____)
Animal Lore (05) _____
Craft (10)
_____ _____ ☐
_____ _____ ☐
Evaluate (05) _____ ☐
First Aid (10) _____ ☐
Human Lore (05) _____
Martial Arts (00) _____
Mineral Lore (05) _____
Plant Lore (05) _____
Read/Write Language (00)
_____ _____
_____ _____
_____ _____
Shiphandling (00) _____ ☐
World Lore (05) _____

Manipulation (_____)
Conceal (05) _____ ☐
Devise (05) _____ ☐
Sleight (05) _____ ☐
Play Instrument (00)
_____ _____ ☐
_____ _____ ☐

Perception (_____)
Listen (25) _____ ☐
Scan (25) _____ ☐
Search (25) _____ ☐
Track (05) _____ ☐

Stealth (_____)
Hide (10) _____ ☐
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 _____ Damage _____
SR _____ ☐ A% _____ ☐ P% _____ AP _____
Weapon _____ Damage _____
SR _____ ☐ A% _____ ☐ P% _____ AP _____
Weapon _____ Damage _____
SR _____ ☐ A% _____ ☐ P% _____ AP _____
Weapon _____ Damage _____
SR _____ ☐ A% _____ ☐ P% _____ AP _____
Weapon _____ Damage _____
SR _____ ☐ A% _____ ☐ P% _____ AP _____

Missile _____ Damage _____
Rate _____ ☐ A% _____ ☐ P% _____ Range _____
Missile _____ Damage _____
Rate _____ ☐ A% _____ ☐ P% _____ Range _____

Shield _____ Damage _____
SR _____ ☐ A% _____ ☐ P% _____ AP _____

HEAD
AP _____
HP _____

CHEST
AP _____
HP _____

R ARM
AP _____
HP _____

L ARM
AP _____
HP _____

ABDOM
AP _____
HP _____

R LEG
AP _____
HP _____

L LEG
AP _____
HP _____

Equipment

	ENC
pennies _____	_____
armor _____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
Total ENC:	_____

(subtract total ENC from Fatigue)

Attribute Tallies

Magic 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

Hit 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

Hit Location Table
(humanoid)

Melee	Location	Missile
01-04	R Leg	01-03
05-08	L Leg	04-06
09-11	Abdom	07-10
12	Chest	11-15
13-15	R Arm	16-17
16-18	L Arm	18-19
19-20	Head	20

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Other notes, skills, spells, and treasure

RuneQuest

Adventurer Sheet

Personal Information

Adventurer Name _____ Player Name _____
Species _____ Homeland/Clan _____
Age _____ Gender: ☐ Male ☐ Female Parent Occupation _____
Culture _____ Adventurer Occupations _____
Religion _____

Characteristics

current: **STR** ___ **CON** ___ **SIZ** ___ **INT** ___ **POW** ___ **DEX** ___ **APP** ___
original: **STR** ___ **CON** ___ **SIZ** ___ **INT** ___ **POW** ___ **DEX** ___ **APP** ___

Selected Attributes

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

Skills

Agility (_____)
Boat (05) _____ ☐
Climb (40) _____ ☐
Dodge (05) _____ ☐
Jump (25) _____ ☐
Ride (05) _____ ☐
Swim (15) _____ ☐
Throw (25) _____ ☐

Communication (_____)
Fast Talk (05) _____ ☐
Orate (05) _____ ☐
Sing (05) _____ ☐
Speak Languages
Own (30) _____ ☐
_____ (00) _____ ☐
_____ (00) _____ ☐

Knowledge (_____)
Animal Lore (05) _____
Craft (10)
_____ _____ ☐
_____ _____ ☐
Evaluate (05) _____ ☐
First Aid (10) _____ ☐
Human Lore (05) _____
Martial Arts (00) _____
Mineral Lore (05) _____
Plant Lore (05) _____
Read/Write Language (00)
_____ _____
_____ _____
_____ _____
Shiphandling (00) _____ ☐
World Lore (05) _____

Manipulation (_____)
Conceal (05) _____ ☐
Devise (05) _____ ☐
Sleight (05) _____ ☐
Play Instrument (00)
_____ _____ ☐
_____ _____ ☐

Perception (_____)
Listen (25) _____ ☐
Scan (25) _____ ☐
Search (25) _____ ☐
Track (05) _____ ☐

Stealth (_____)
Hide (10) _____ ☐
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 _____ Damage _____
SR _____ ☐ A% _____ ☐ P% _____ AP _____
Weapon _____ Damage _____
SR _____ ☐ A% _____ ☐ P% _____ AP _____
Weapon _____ Damage _____
SR _____ ☐ A% _____ ☐ P% _____ AP _____
Weapon _____ Damage _____
SR _____ ☐ A% _____ ☐ P% _____ AP _____
Weapon _____ Damage _____
SR _____ ☐ A% _____ ☐ P% _____ AP _____

Missile _____ Damage _____
Rate _____ ☐ A% _____ ☐ P% _____ Range _____
Missile _____ Damage _____
Rate _____ ☐ A% _____ ☐ P% _____ Range _____

Shield _____ Damage _____
SR _____ ☐ A% _____ ☐ P% _____ AP _____

HEAD
AP _____
HP _____

CHEST
AP _____
HP _____

R ARM
AP _____
HP _____

L ARM
AP _____
HP _____

ABDOM
AP _____
HP _____

R LEG
AP _____
HP _____

L LEG
AP _____
HP _____

Equipment

	ENC
pennies _____	_____
armor _____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
Total ENC:	_____

(subtract total ENC from Fatigue)

Attribute Tallies

Magic 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

Hit 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

Hit Location Table
(humanoid)

Melee	Location	Missile
01-04	R Leg	01-03
05-08	L Leg	04-06
09-11	Abdom	07-10
12	Chest	11-15
13-15	R Arm	16-17
16-18	L Arm	18-19
19-20	Head	20

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Other notes, skills, spells, and treasure

RuneQuest

Adventurer Sheet

Personal Information

Adventurer Name _____ Player Name _____
Species _____ Homeland/Clan _____
Age _____ Gender: ☐ Male ☐ Female Parent Occupation _____
Culture _____ Adventurer Occupations _____
Religion _____

Characteristics

current: **STR** ___ **CON** ___ **SIZ** ___ **INT** ___ **POW** ___ **DEX** ___ **APP** ___
original: **STR** ___ **CON** ___ **SIZ** ___ **INT** ___ **POW** ___ **DEX** ___ **APP** ___

Selected Attributes

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

Skills

Agility (_____)
Boat (05) _____ ☐
Climb (40) _____ ☐
Dodge (05) _____ ☐
Jump (25) _____ ☐
Ride (05) _____ ☐
Swim (15) _____ ☐
Throw (25) _____ ☐

Communication (_____)
Fast Talk (05) _____ ☐
Orate (05) _____ ☐
Sing (05) _____ ☐
Speak Languages
Own (30) _____ ☐
_____ (00) _____ ☐
_____ (00) _____ ☐

Knowledge (_____)
Animal Lore (05) _____
Craft (10)
_____ _____ ☐
_____ _____ ☐
Evaluate (05) _____ ☐
First Aid (10) _____ ☐
Human Lore (05) _____
Martial Arts (00) _____
Mineral Lore (05) _____
Plant Lore (05) _____
Read/Write Language (00)
_____ _____
_____ _____
_____ _____
Shiphandling (00) _____ ☐
World Lore (05) _____

Manipulation (_____)
Conceal (05) _____ ☐
Devise (05) _____ ☐
Sleight (05) _____ ☐
Play Instrument (00)
_____ _____ ☐
_____ _____ ☐

Perception (_____)
Listen (25) _____ ☐
Scan (25) _____ ☐
Search (25) _____ ☐
Track (05) _____ ☐

Stealth (_____)
Hide (10) _____ ☐
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 _____ Damage _____
SR _____ ☐ A% _____ ☐ P% _____ AP _____
Weapon _____ Damage _____
SR _____ ☐ A% _____ ☐ P% _____ AP _____
Weapon _____ Damage _____
SR _____ ☐ A% _____ ☐ P% _____ AP _____
Weapon _____ Damage _____
SR _____ ☐ A% _____ ☐ P% _____ AP _____
Weapon _____ Damage _____
SR _____ ☐ A% _____ ☐ P% _____ AP _____

Missile _____ Damage _____
Rate _____ ☐ A% _____ ☐ P% _____ Range _____
Missile _____ Damage _____
Rate _____ ☐ A% _____ ☐ P% _____ Range _____

Shield _____ Damage _____
SR _____ ☐ A% _____ ☐ P% _____ AP _____

HEAD
AP _____
HP _____

CHEST
AP _____
HP _____

R ARM
AP _____
HP _____

L ARM
AP _____
HP _____

ABDOM
AP _____
HP _____

R LEG
AP _____
HP _____

L LEG
AP _____
HP _____

Equipment

	ENC
pennies _____	_____
armor _____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
Total ENC:	_____

(subtract total ENC from Fatigue)

Attribute Tallies

Magic 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

Hit 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

Hit Location Table
(humanoid)

Melee	Location	Missile
01-04	R Leg	01-03
05-08	L Leg	04-06
09-11	Abdom	07-10
12	Chest	11-15
13-15	R Arm	16-17
16-18	L Arm	18-19
19-20	Head	20

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Other notes, skills, spells, and treasure

Metal Armor Costs (complete suits)

The wilds: metal armor unavailable.

Rural: metal armor unavailable.

Small City Armor Prices

type	*small*	*medium*	*large*	*X-large*
bezainted	420	525	630	735
brigandine*	8750	11,000	13,250	15,500
chainmail*	9600	12,000	14,400	16,800
lamellar	2900	3600	4300	5000
plate*	13,500	16,875	20,250	23,625
ringmail	880	1100	1320	1540
scale	1920	2400	2880	3360

*25% chance to find this metal armor.

Large City Armor Prices

type	*small*	*medium*	*large*	*X-large*
bezainted	420	525	630	735
brigandine	3500	4400	5300	6200
chainmail	3840	4800	5760	6720
lamellar	2900	3600	4300	5000
plate	5400	6750	8100	9450
ringmail	880	1100	1320	1540
scale	1920	2400	2880	3360

Leather Armor Costs (complete suits, all market)

type	*small*	*medium*	*large*	*X-large*
cuirbouilli	180	225	270	315
soft leather	60	70	80	100
stiff leather	80	100	120	140

ENC per Hit Location

Hit Location	*Percent of Total ENC*
Head	1/10
Arm	1/10 each
Chest	2/10
Abdomen	1/10
Leg	2/10 each

Adventurer's Gear Costs

Standard Traveler's Pack: 50p

Waterskin (4 liters), 30m weak rope, peasant clothes, hand axe, hammer, tarpaulin, fish hooks, fishing line, sack, cheap knife, bandages, cookware, blanket. The whole pack weight 14 ENC.

Chain: 120p

A standard 10m-long iron chain, which is capable of supporting a SIZ 60 weight. The chain weighs 14 ENC.

Strong Rope: 45p

A standard 30m fiber rope, which is capable of supporting a SIZ 30 weight. The rope weighs 6 ENC.

Saddle Costs

type	*price*	*chance to find in market: the wilds/rural/S. city/L. city*
knight's saddle	2500	na/05%/50%/100%
light saddle	200	na/25%/100%/100%
nomad's saddle	1000	15%/15%/05%/na

Tool Costs (all markets)

type	*cost*	*type*	*cost*
awl	2	lantern*	35
axe, wood	35	lamp oil* (liter)	4
5-hour candle	1	scythe	10
hammer	5	sickle	15
hatchet	15	spade	20
hoe	5	5-hour torch	1
knife	5		

*available only in towns and cities.

Weapons Costs

type	*the wilds*	*rural*	*small city*	*large city*
ball & chain (m)	1500*	600*	250	250
battleaxe (m)	600*	240*	100	100
bolas	50	50	50	50
boomerang, hunt	20	20	20	20
boomerang, war	30	30	30	30
bow, composite	250	250	250	350
bow, long	350	350	350	350
bow, self	150	150	150	150
broadsword (m)	900*	350*	150	150
club, wood	4	4	4	4
dagger (m)	200*	80	33	33
flail, mil. (m)	1440*	576*	240	240
flail, 3-chain (m)	1440*	576	240	240
gladius (m)	600*	240	100	100
great hammer (m)	3700*	1500*	600*	250
greatsword (m)	5000*	1920*	768*	320
halberd (m)	1500*	600*	250	250
hatchet, stone	25	25	na	na
hatchet (m)	150*	60	25	25
javelin	100	100	100	100
knife	10	10	10	10
lance (m)	900*	360	150	150
mace, heavy	220	220	220	220
mace, light	100	100	100	100
pike (m)	390*	156	65	65
pilum (m)	750*	300	125	125
poleaxe (m)	900*	360*	150	150
quarterstaff	1	1	2	5
sling	10	10	10	30
sling, staff	10	10	10	80
spear, 1H short	20	20	20	20
spear, 2H long	30	30	30	30
sword, bastard (m)	1380*	800*	230	230
warhammer (m)	900*	360	150	150
war maul (m)	900	360	150	150

*25% availability in the wilds, 50% in rural.

Domestic Animal Costs

animal	*the wilds/ rural*	*small city*	*large city*
burro	500	500	1250
cat, common	5	0.5	free
dog, common	0.25	0.25	0.25
dog, hunting	5	20	20
dog, hunting breed	na	100	100
horse, average	2400	2400	6000
horse, racing	na	10,000+	15,000+
pony	750	750	3750

Shield Costs

type	*the wilds*	*rural*	*small city*	*large city*
buckler (wooden)	60	60	na	na
buckler (m)	na	288	120	120
heater (m)	360*	144	60	60
hoplite (m)	900*	360	150	150
kite (m)	720*	288	120	120
target	120	120	60	60
target (m)	na	375	150	150
viking round (m)	720	288	120	120

*50% chance of availability.

Armor Cost by Piece

Armor Type	**Cost by Size**
Material	*Small/Medium/Large/X-Large*
Greaves (pair)	
Leather	24/28/32/36
Hard Leather	32/40/48/56
Cuirboilli	72/90/108/126
Bezainted	168/210/252/294
Scale	768/960/1152/1344
Ringmail	352/440/528/612
Lamellar	1160/1440/1720/2000
Chainmail	1536/1920/2304/2688
Brigantine	1400/1760/2120/2480
Plate	2160/2700/3240/3780
Pants/Trews	
Leather	30/35/40/45
Hard Leather	40/50/60/70
Bezainted	210/262/315/368
Ringmail	440/550/660/770
Scale	960/1200/1440/1680
Chainmail	1920/2400/2880/3360
Brigantine	1750/2200/2650/3100
Skirt	
Leather	6/7/8/9
Hard Leather	8/10/12/14
Cuirboilli	18/23/27/32
Bezainted	42/52/63/73
Ringmail	88/110/132/154
Scale	192/240/288/336
Lamellar	290/360/430/500
Chainmail	384/480/576/672
Brigantine	350/440/530/620
Plate	540/675/810/945
Hauberk	
Leather	18/21/24/27
Hard Leather	24/67/81/94
Bezainted	126/157/189/220
Ringmail	264/330/396/462
Scale	576/720/864/1008
Lamellar	870/1080/1290/1500
Chainmail	1152/1440/1728/2016
Brigantine	1050/1320/1590/1860
Byrnie	
Leather	12/14/16/18
Bezainted	84/105/126/147
Ringmail	176/220/264/308
Chainmail	768/960/1152/1344
Cuirass	
Hard Leather	16/20/24/28
Cuirboilli	36/45/54/63
Scale	384/480/576/672
Lamellar	580/720/860/1000
Brigantine	700/880/1060/1240
Plate	1080/1350/1620/1890
Sleeves (pair)	
Leather	12/14/16/18
Bezainted	84/105/126/147
Ringmail	176/220/264/308
Chainmail	768/960/1152/1344
Vambraces & Rerebraces (pair)	
Hard Leather	16/20/24/28
Cuirboilli	36/45/54/63
Scale	384/480/576/672
Lamellar	580/720/860/1000
Brigantine	700/880/1060/1240
Plate	1080/1350/1620/1890
Coifs/Hoods	
Leather	6/7/8/9
Bezainted	42/52/63/73
Ringmail	88/110/132/154
Chainmail	384/480/576/672
Helms	
Hard Leather	8/10/12/14
Cuirboilli	18/22/27/31
Scale	192/240/288/336
Lamellar	290/360/430/500
Plate	540/675/810/945

Armor Table

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)

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Range Cost

Range	MP Cost	Free INT
10 m	0	0
20 m	+1	1
40 m	+2	2
80 m	+3	3
160 m	+4	4
320 m	+5	5
640 m	+6	6
1.28 km	+7	7
2.56 km	+8	8
5.12 km	+9	9
10.24 km	+10	10
20.48 km	+11	11
40.96 km	+12	12
81.92 km	+13	13
163.84 km	+14	14
327.68 km	+15	15
655.36 km	+16	16
1310.72 km	+17	17
2621.44 km	+18	18
5242.88 km	+19	19
10485.76 km	+20	20

Duration Cost

Duration In Minutes	MP Cost	Free INT
10	0	0
20	+1	1
40	+2	2
80 (1 hour+)	+3	3
160 (2 hours+)	+4	4
320 (4 hours+)	+5	5
640 (10 hours+)	+6	6
1280 (21 hours+)	+7	7
2560 (1 day+)	+8	8
5120 (3 days+)	+9	9
10240 (1 week+)	+10	10
20480 (2 weeks+)	+11	11
40960 (4 weeks+)	+12	12
81920 (8 weeks+)	+13	13
163840 (16 weeks+)	+14	14
327680 (32 weeks+)	+15	15
655360 (1 year+)	+16	16
1310720 (2 years+)	+17	17
2621440 (5 years+)	+18	18
5242880 (10 years+)	+19	19
10485760 (20 years+)	+20	20

Sorcery Spells

Spell (qualifier)
Animate (Substance)
Apprentice Bonding—(ritual)
Armoring Enchantment—(ritual)
Binding Enchantment—(ritual)
Cast Back
Create Basilisk
Create Familiar (Characteristic)
Create Vampire
Damage Boosting
Damage Resistance
Diminish (Characteristic except INT/POW)
Dominate (Species)
Drain
Enhance (Characteristic except INT/POW)
Fly
Form/Set (Substance)
Glow
Haste
Hinder
Holdfast
Homing Circle
Immortality
Magic Point Matrix Enchantment—(ritual)
Mystic Vision
Neutralize Magic
Palsy
Phantom (Sense)
Protective Circle
Regenerate
(Sense) Projection
(Sense) (Substance)
Shapechange (Species) to (Species)
Skin of Life
Smother
Spell Matrix Enchantment—(ritual)
Spell Resistance
Spirit Resistance
Stupefaction
Strengthening Enchantment—(ritual)
Summon (Creature)
Tap (Characteristic)
Telepathy
Teleport
Treat Wounds
Venom

Common Divine Spells

Spell	POW Cost
Armoring Enchantment	ritual
Binding Enchantment	ritual
Dismiss Magic	1 point
Divination	1 point
Excommunication	ritual
Extension	1 point
Find Enemy	1 point
Find (Substance)	1 point
Heal Wound	1 point
Magic Point Matrix Enchantment	ritual
Mindlink	1 point
Sanctify	1 point
Soul Sight	1 point
Spell Matrix Enchantment	ritual
Spellteaching	ritual
Spirit Block	1 point
Strengthening Enchantment	ritual
Summon (Species)	ritual
Warding	1 point
Worship (Deity)	ritual

Special Divine Spells

Spell	POW Cost
Absorption	1 point
Berserk	2 points
Bless Crops	1 point
Breath Air/Water	2 points
Cloud Call	1 point
Cloud Clear	1 point
Command (Species)	1 point
Create Ghost	1 point
Fear	1 point
Float	1 point
Heal Body	3 points
Illusory Motion	1 point
Illusory Odor	1 point
Illusory Sight	1 point
Illusory Sound	1 point
Illusory Substance	1 point
Illusory Taste	1 point
Lightning	1 point
Madness	2 points
Mindblast	2 points
Reflection	1 point
Regrow Limb	2 points
Restore Health	1 point
Resurrect	3 points
Shield	1 point
Sunspear	3 points
Sureshot	1 point
Thunderbolt	3 points
True (Weapon)	1 point

Ceremony Time to Skill

Duration	Roll	Duration	Roll
1	1D6	144	11D6
2	2D6	233	12D6
3	3D6	377	13D6
5	4D6	610	14D6
8	5D6	987	15D6
13	6D6	1597	16D6
21	7D6	2587	17D6
34	8D6	4181	18D6
55	9D6	6768	19D6
89	10D6	10949	20D6

When augmenting the changes of a non-ritual spell, the left column number is melee rounds of time. When augmenting the changes of a ritual spell, the left column number is hours of time.

Summons Encounters

1D100	Encounter	INT	POW
01	Bad Man	20	35
02-07	demon	3D6	3D6+6
08-17	disease spirit	—	3D6+6
18-37	elemental	—	varies
38-57	ghost	2D6+6	6D6
58-61	hellion	4D6	3D6+6*
62-66	healing spirit	—	4D6
67-71	intellect spirit	1D6	2D10
72-76	magic spirit	3D6	4D6+6
77-81	passion spirit	—	3D6+6
82-86	nymph	depends on type	
87-91	power spirit	—	2D6+3
92-96	spell spirit	per spell	3D6
97-00	wraith	2D6+6	5D6+6

*This refers to the hellion's CON, which is also equal to its armor and magic points.

Spirit Spells

Spell	Value
Armoring Enchantment	ritual
Befuddle	2 points
Binding Enchantment	ritual
Bladesharp	variable
Bludgeon	variable
Control (Species)	1 point
Coordination	variable
Countermagic	variable
Darkwall	2 points
Demoralize	2 points
Detect Enemy	1 point
Detect Magic	1 point
Detect (Substance)	1 point
Dispel Magic	variable
Disruption	1 point
Dullblade	variable
Endurance	variable
Extinguish	variable
Fanaticism	1 point
Farsee	variable
Firearrow	2 points
Fireblade	4 points
Glamour	variable
Glue	variable
Heal	variable
Ignite	1 point
Ironhand	variable
Light	1 point
Lightwall	4 points
Magic Point Matrix Enchantment	ritual
Mindspeech	variable
Mobility	variable
Multimissile	variable
Protection	variable
Repair	variable
Second Sight	3 points
Shimmer	variable
Slow	variable
Speedart	1 point
Spell Matrix Enchantment	ritual
Spirit Screen	variable
Strength	variable
Strengthening Enchantment	ritual
Summon (Species)	ritual
Vigor	variable
Visibility	2 points

Wind Measurement

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 always 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.

Cloud Cover

% 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")
81-00	dense clouds, little light	81-100mm (4")

Temperature

temp. reference	degrees in C°
water freezes	0
water boils	100
human optimal range	17/27
human-acceptable	10/40
human-survivable	−20/45

Terrain Effects on Perception

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.

Terrain Effects on Stealth

	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.

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.

Armor Points for Objects

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 Pallisade	30
Mortared Stone/Brick Wall	35

Wind / Sea Damage

Wind Description	Damage to Craft	Average Damage
Calm	—	—
Light Air	1	1
Breeze	1D3	2
Light Wind	1D6	3.5
Moderate Wind	2D6+3	10
Strong Wind	4D6+6	20
Fresh Gale	6D6+12	32
Whole Gale	8D6+24	66
Hurricane	10D6+48	87

Aging and Inaction

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

1D10	characteristic
1-2	−1 STR
3-4	−1 CON
5-6	−1 DEX
7-8	−1 APP
9-10	no loss

Daily Movement Rates

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

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 km × .30 mountains = 15 km × .70 medium vegetation = 10.5 km actual movement rate).

Disease Effects

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/minute

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 ×25 hrs.

*Must have successful experience increase roll.
**May increase by training or by research.

Attack, Parry and Dodge Results

Attack: an adventurer can make one attack and one parry during a melee round, unless attacker's weapon skill is greater than 100%, or if he is using two-weapon use rules.

success	*result*
critical	weapon does maximum possible weapon damage plus the user's damage modifier, ignoring all armor and all but critical dodge results; target suffers automatic knockback; critical parry will completely block critical attack.
special	weapon does normal weapon damage plus user's damage modifier; thrusting weapons (spear, short-sword and missile weapons) (arrows, sling stones will also impale); target suffers automatic knockback; special dodge will avoid special attack.
simple	weapon does normal weapon damage plus user's damage modifier. If total damage is greater than target's SIZ, then target is knocked back.
miss	no damage; attacking weapon may be damaged by parrying weapon.
fumble	no damage; attacking weapon may be damaged by parrying weapon; attacker suffers effects of roll on Missile / Melee Fumble Table or Natural Weapons Fumble Table.

Parry: One parrying weapon can be used against one attack. Except for 2H weapons, no weapon used to parry can be used to attack in the same MR.

success	*result*
critical	stops critical attack, parrying weapon suffers no damage. Check knockback. Swords, axes and similar weapons will do normal weapon damage to unsuccessful attacking weapon.
special	viking shield, sai, and specially-constructed weapons entangle attacking weapon. Swords and axes or similarly-bladed weapons will do normal weapon damage to unsuccessful attacking weapon.
simple	weapon absorbs current AP in damage. If weapon AP exceeded by damage then AP reduced by one. Excess damage passes to defender's armor. Sword parry will do normal weapon damage to unsuccessful attacking weapon.
miss	any successful attack hits.
fumble	any successful attack hits, plus defender suffers effects of roll on Parry Fumble Table.

Dodge: Each point of ENC carried reduces dodge skill by 1 percentile. Dodge is effective against all attacks from a single source, but must be rolled against each attack.

success	*result*
critical	avoid critical attack.
special	avoid a special attack.
simple	avoid normal successful attack.
miss	any successful attack hits.
fumble	automatic normal hit unless rolled hit is better.

PB—Players Book MB—Magic Book

Aimed Blow (PB 48)

Specify hit location to be hit during Statement of Intent. On SR 10 roll attack at ½ chance.

Damage (PB 40)

An adventurer will fall unconscious if only 1-2 total HP remain, and also loses all positive fatigue points. He or she will die at end of MR if total HP are equal to or less than zero. Damage Equals or Exceeds Location HP (PB 41):

Head: Adventurer unconscious. Lose all positive FP. Make CON ×5 or lose 1 HP/MR (blood loss). Blood loss stops OR character can be Heroic if CON ×1 rolled (gain no experience).

Chest: Adventurer falls, cannot fight. Can crawl, magically Heal, or use First Aid. Make CON ×5 or lose 1 HP/MR (blood loss). Blood loss stops OR adventurer can be Heroic if CON ×1 rolled.

Abdomen: Both legs useless, adventurer falls. May fight from ground. May magically Heal or First Aid self. Make CON ×5 or lose 1 HP/MR (blood loss). Blood loss stops OR adventurer can be Heroic if CON ×1 rolled.

Arm: Limb useless, drop item, continue standing unless knockback. May magically Heal or First Aid self.

Leg: Limb useless, adventurer falls. May fight from the ground, magically Heal or First Aid self.

Damage Equals or Exceeds Double Location HP

Head, Chest, or Abdomen: Adventurer unconscious, lose all positive FP and 1 HP/MR. No CON roll, Heroic action, or other action.

Limb: Limb is maimed or severed, adventurer is unconscious. Lose all positive FP and 1 HP/MR (blood loss). If CON ×1 rolled can be Heroic, will not stop blood loss. Must be Healed to +HP within 10 MR or lost permanently. No more than 2× location HP can be done as damage to total HP.

Disarm (PB 58)

Attacker states that opponent's weapon is target of attack; opponent automatically parries if that was his declaration during Statement of Intent. Attacker retains normal success chance against SR 0 weapons; he loses 10 percentiles against SR 1 weapons; 20 percentiles vs. SR 2 weapons; and 30 percentiles against SR 3 weapons. He has these options:

Strike to Damage Weapon: each point of damage in excess of weapon armor points reduces AP by one. Purely thrusting weapons will not damage other weapons.

Hit With Flat of Weapon: match rolled damage vs. target's STR (or STR ×1.5 if he uses 2H weapon using resistance table. Success means that weapon knocked from user's hand to distance in meters equal to difference between damage done and target's STR.

Entangle Target Weapon: entanglement occurs when the user of a whip, lasso, flail, etc. achieves a special result. Then match STR of attacker vs. STR of target to wrench weapon from target's hand.

Swordbreaker Tactics: usable with viking shields, sias, and specially-made weapons (double cost). User must achieve special parry result with swordbreaker: success means either that attacker's weapon is entangled as above or match swordbreaker user's STR vs. remaining armor points of attacker's weapon using resistance table. Success indicates broken attacker weapon.

Fatigue (PB 43)

Total FP equals STR+CON. Subtract 1 FP for each point of ENC carried or worn. Lose 1 FP for each melee round of action, or each hour marching, or each 1.5 hours riding. Subtract one percentile from each skill roll, resistance table roll, or characteristic roll for each negative FP. Reaching a negative FP total equal to STR+CON causes unconsciousness (exhaustion). Unconscious character must recover to positive FP to awaken 1D3-1 FP regained per MR of rest (can ride, walk 1m/MR).

Grapple (PB 60)

Successful grapple skill use catches random hit location (shield if defender makes successful shield parry roll). Grapple attack is blocked if defender succeeds in grapple or fist roll or defender can dodge grapple attack. After initial attack, base MR SR on combatant's DEX alone (do not include SIZ). A successful roll by each cancels the other's action. A solely successful grappler may:

Throw Foe: match thrower's STR+DEX vs. opponent's SIZ+DEX on resistance table. Success means that opponent must make DEX ×5 roll or suffer 1D6 damage to random location (armor protects). Failure means opponent not thrown, but attacker maintains grip.

Immobilize Limb: succeed in STR vs. STR roll. Failure means that limb not immobilized, but attacker maintains grip.

Healing (PB 42)

Healing removes damage. An impaled adventurer cannot be healed until impaled weapon is removed. Natural Healing (PB 43): recover 1D3 HP per location per week. If adventurer is working while healing rate is 1D4-2 for each location. Total hit point damage will heal after all hit locations are healed.

First Aid (PB 75): can be used once per wound, cannot replace severed or maimed limbs, cannot be used on adventurers with negative HP. One melee round is needed to stop bleeding. Five melee rounds and normal success heals 1D3 HP; special success heals 2D3 HP; critical success heals 1D3+3 HP; fumble causes 1D3 additional damage. Any other action by user during process subtracts 2 HP from those healed. First Aid will work against total hit point damage (asphyxiation, poison).

Magic Healing (MB 21, 34, 51): can be used any number of times against a wound. If used within 10 MR, any spell that restores HP immediately can be used to cure a maimed or severed limb. Spells will not work on total HP damage that is unrelated to location damage; can be used on adventurer suffering from negative HP if applied before SR 10.

Knockback (PB 49, 56)

Every 5 points of damage in excess of target SIZ knocks the target back 1 meter, target will fall unless DEX ×5 roll is successful. A special hit automatically knocks a target back 1m/5 points of damage regardless of SIZ.

Knockback Into Small Objects or People: primary target must make second DEX ×5; secondary target must also make DEX ×5. If primary target suffered at least a 3 meter knockback, both he and secondary person suffer 1D6 points of random damage per 5 meters to be traveled (i.e. 1D6 damage per 25 points of knockback).

Knockback Into Solid Objects: target suffers additional 1D6 random damage per meter traveled.

Intentional Knockback: state intention to knockback; at fist-attack SR attacker matches his STR+SIZ vs. SIZ+DEX of target. If successful, treat attacker STR+SIZ as if weapon damage. Unsuccessful attacker is knocked back as if defender SIZ+STR is weapon damage.

Martial Arts (PB 78)

User must roll D100 less than both natural weapon skill percentile and martial arts skill percentile. Martial arts doubles natural weapon damage (roll twice the dice); it does not affect user's damage modifier.

Other Melee Maneuvers

PB 62 Area-Effect Attacks	PB 47 Multiple Activities
PB 57 Close Combat	PB 59 Opportunity Melee
PB 53 Darkness	PB 62 Overhead Blow
PB 59 Disengaging	PB 52 Set Spear vs. Charge
PB 64 Missile Fire Into Melee	PB 51 Stun Damage
PB 65 Missile Fire Vertically	PB 62 Sweep Attack
PB 51 Mounted Combat	PB 59 Two-Handed Weapon
PB 59 Moving and Melee	PB 59 Two-Weapon