RuneQuest ®

Fantasy Roleplaying Adventure

THIRD EDITION

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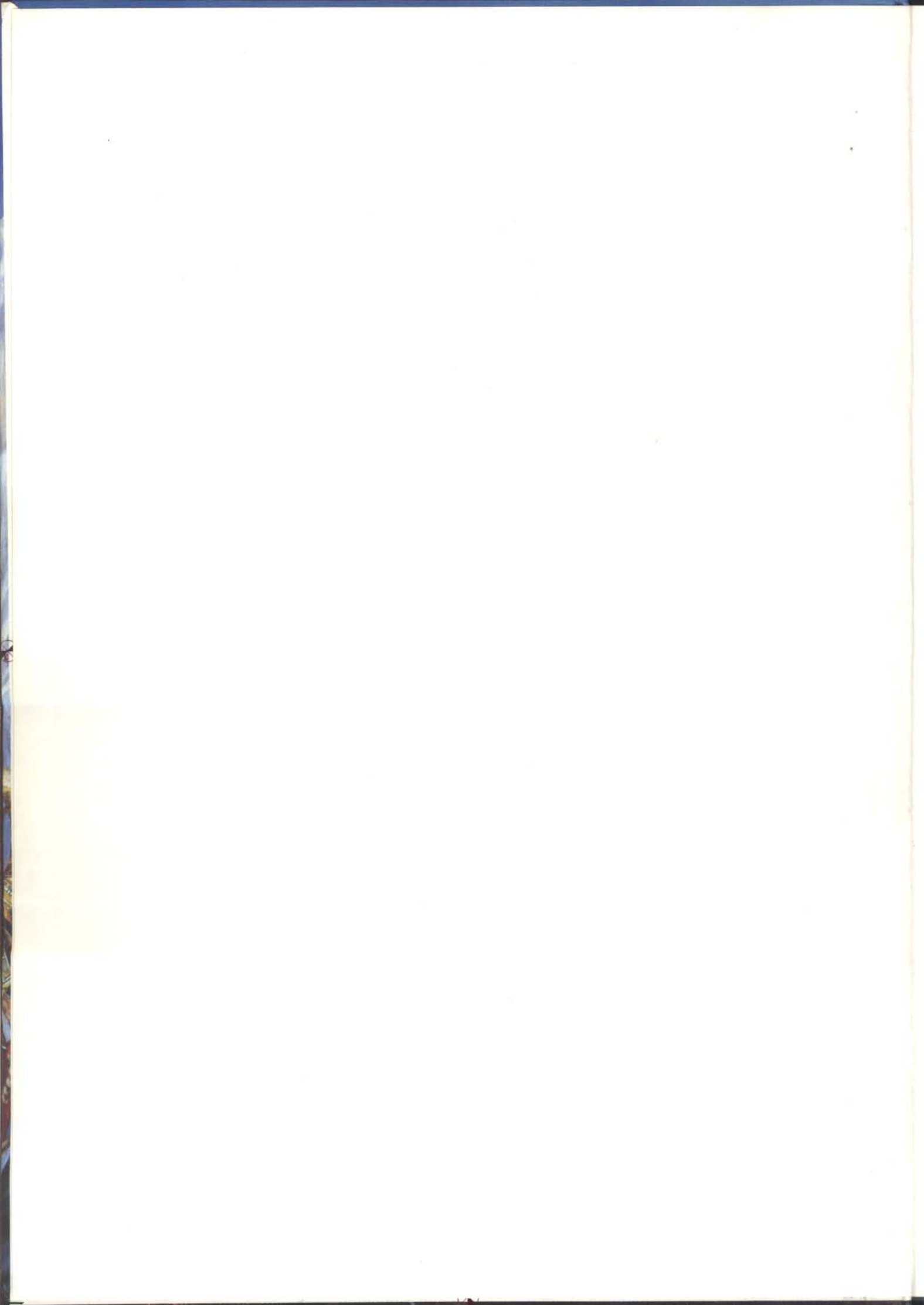
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PREFACE

RuneQuest is one of those games that people have been talking about for years. When it first appeared, at the end of the '70s, it quickly established itself as the favourite of all those fantasy roleplayers who wanted a more sophisticated, realistic form of roleplaying... who wanted to get more of the *feel* of armed combat, of facing the horrors of the undead with only a sword in your hand. They found this in RuneQuest.

Now in its third edition, RuneQuest remains a popular and innovative game. All that was required was something to bring it to the attention of the broad mass of players, and here it is - the first in a series of lavishly-produced hard-backed books, which will present the complete RuneQuest range in an attractive, portable and easy-to-use fashion. With this Standard Edition, you already have a ready-to-play games system. In time, future volumes will broaden the horizons of this game still further.

So - welcome back to RuneQuest. We know you'll enjoy it.

Games Workshop

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Introduction

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.

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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.
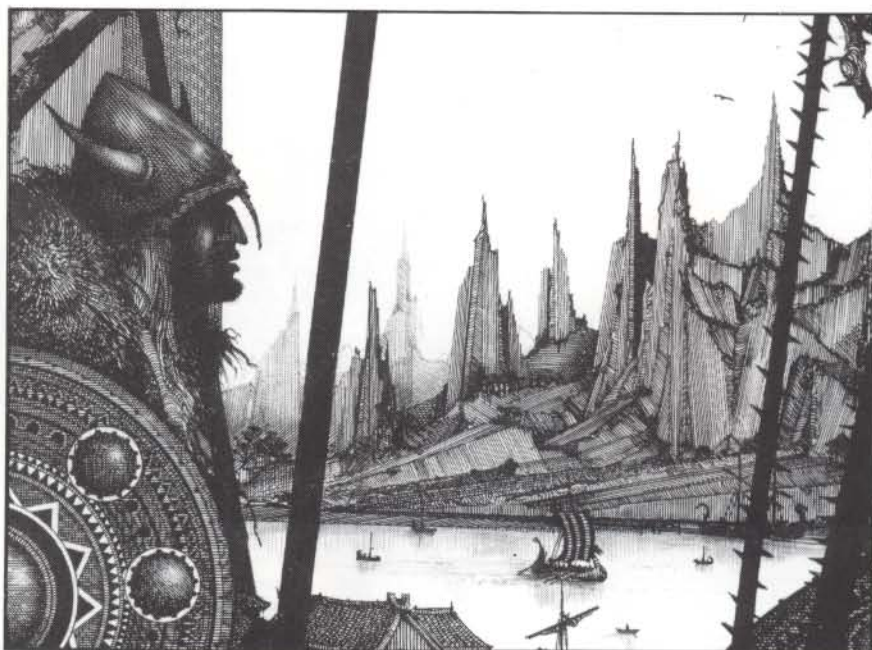
Cooperation and Competition

Gaming is social. If you want to use your imagination by youself, 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.

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 one 6-sided die. 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 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.

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.

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.

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. 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.

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.

Cormac the Pict sits upon a mountain near his home, and dreams of glory and adventure. Staying at home, he knows, will give him no chance of finding such a life; instead he must leave — and soon — to travel in search of foes to fight, treasure to spend, and the fame that will come from both!

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.

Creating An Adventurer

"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?

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.

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.

Creating an Adventurer

First take a clean adventurer sheet. 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.

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."

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

Culture: *RuneQuest* nominally recognizes four cultures: Primitive, Nomad, Barbarian, or Civilized. Consult with your gamemaster. Generally, he will allow you to choose your adventurers' culture.

Religion: This indicates the deity or deities your adventurer favors; special status in a church or cult 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.

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; lower 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 maxium possible rolled POW plus the minimum possible rolled POW. For humans, therefore, POW never exceeds 21. (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 ×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 ×1.5.

Determining Characteristics

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

Cormac's Saga

Now we'll roll up Cormac's characteristics and get a closer look at what kind of person he is.

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 fool-hardy.*
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.

Entering Characteristics

Immediately upon determining your adventurer's characteristics, write the rolled value in the proper space on the 'original' line on the adventurer sheet. Sometimes a characteristic changes 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.

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.

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.

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.

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 just below. It distributes hit points by hit location for all humanoids. Enter the indicated number in the appropriate hit locations on the adventurer sheet.

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.

If an adventurer loses all the hit points in a leg, for instance, that limb is useless. 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.

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

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.

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.

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 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 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 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.

□ : 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 recognize 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.

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.

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.

Stealth Skills Modifier

DEX = Primary
SIZ, POW = Negative

The Reasons Why

DEX—Stumblers and fumblers 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 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.

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 three 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.

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.

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.
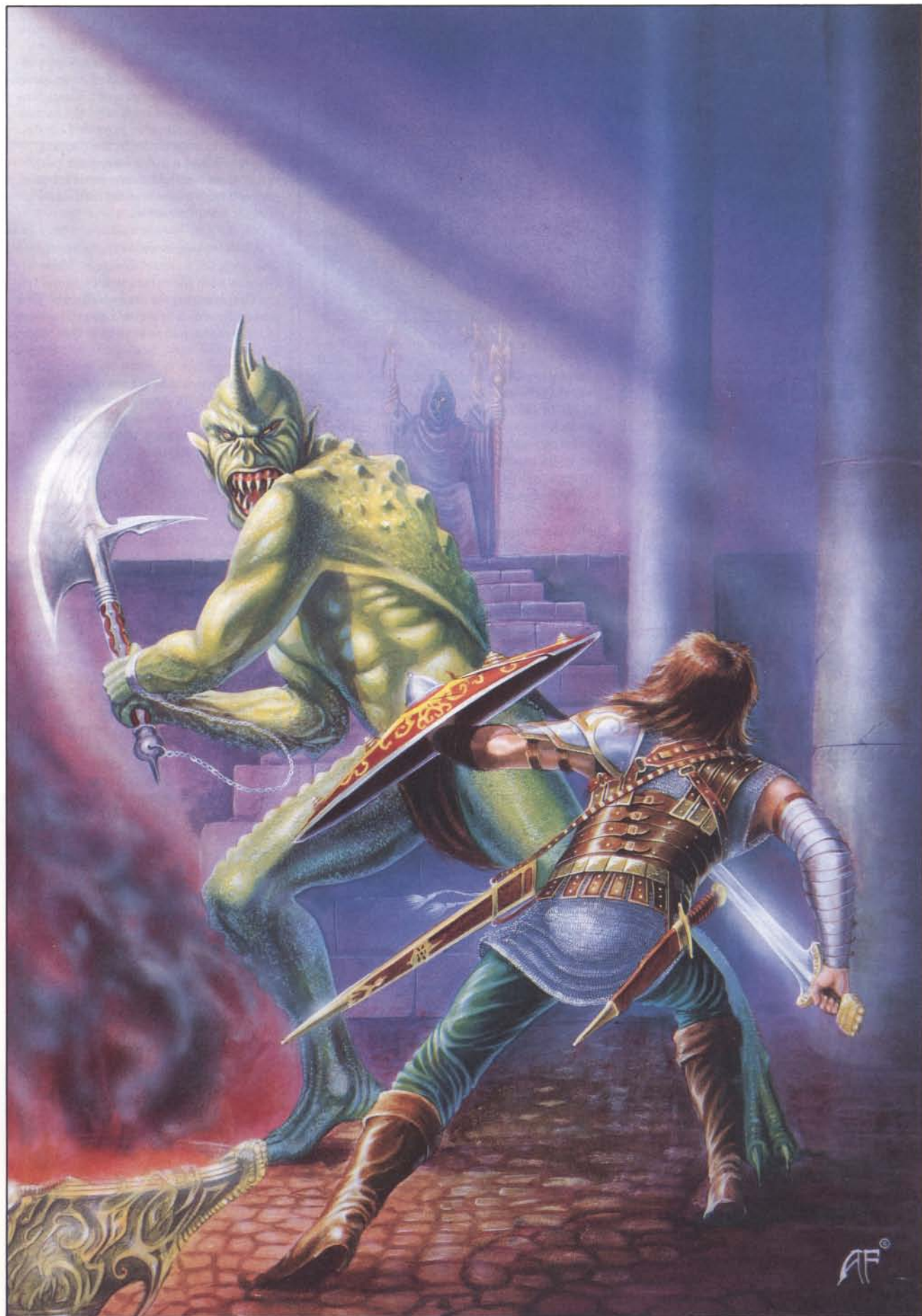
Previous Experience

Your adventurer grew up in a self-supporting family; while your adventurer grew, the adults consciously and unconsciously taught him or her specific skills, knowledge, and habits. What they taught was what they knew—how to survive in their world.

You must create your adventurer's family: 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?

In *RuneQuest*, all adventurers are a minimum of fifteen years old—a minimum age for decent dexterity and endurance. You already have written your adventurer's actual age on the adventurer sheet. It will be used to calculate his or her skills percentages, as explained below.

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%.

Equipment

1H weapon + shield or 2 H weapon, self bow or javelin or sling, cuirbouilli armor and helm (3 points of 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.

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.

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 Weapons

Primitive Cultures Weapons

attack and parry—
    1H Spear or 2H Spear (25)
    1H Axe or Mace (25)

attack only—
    Javelin (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 or Target 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—
    Buckler, Heater, or Hoplite Shield (25)

Game System

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.

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

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.

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.

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.

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:

% success = 50% + (active ×5%) minus (passive ×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.

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.

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

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

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'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

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.

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.

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 misguiding—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. Subtracting 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 ×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.

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.

Method: The way that the skill or characteristic increase is attempted.

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.
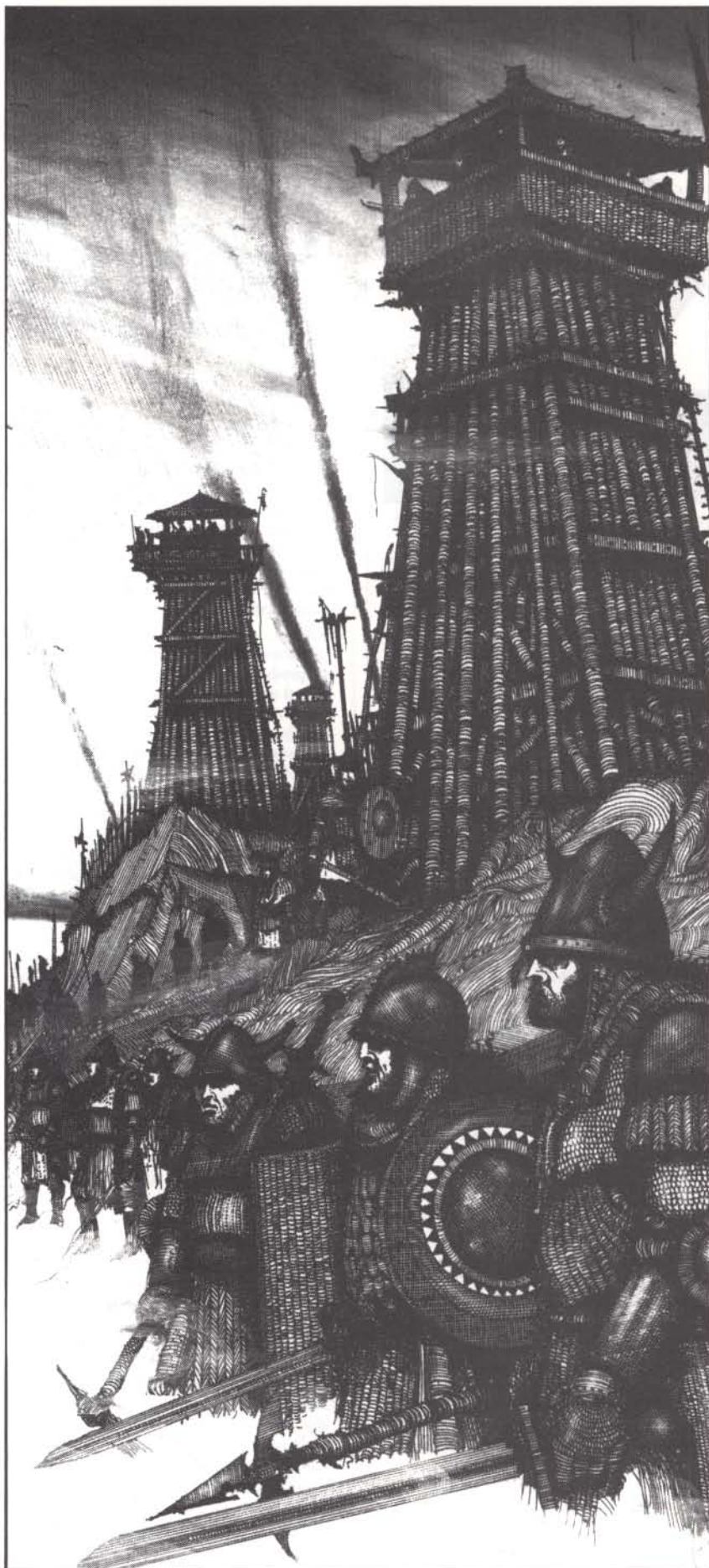
Time and Movement

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 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.

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).

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 chapter, which fully 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 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.

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 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.

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.

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

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

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:

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.

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.

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

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 ×5. The loss of a hit point each melee round will stop permanently if the CON roll result is CON ×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 CON ×5 or less, the adventurer will not lose a hit point that melee round; if the CON roll is CON ×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 CON ×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 CON ×5 or less that round. If the result is CON ×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 CON ×5 or less roll must successfully be made each round to keep from losing additional hit points, and the roll must be CON ×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 affect 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 CON ×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 the 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:

Current FP = Basic FP − 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).

SIZ Equivalency Table

SIZ	kg	lbs	SIZ	kg	lbs
1	to 5	to 12	53	2470-2689	5430-5919
2	6-11	13-25	54	2690-2929	5920-6449
3	12-17	26-37	55	2930-3199	6450-7039
4	18-23	38-51	56	3200-3489	7040-7679
5	24-35	52-77	57	3490-3809	7680-8379
6	36-41	78-90	58	3810-4149	8380-9129
7	42-49	91-108	59	4150-4529	9130-9969
8	50-54	109-120	60	4530-4939	9970-10899
9	55-58	121-129	61	4940-5379	10900-11799
10	59-64	130-142	62	5380-5869	11800-12899
11	65-70	143-155	63	5870-6399	12900-13099
12	71-76	156-168	64	6400-6979	14100-15399
13	77-83	169-184	65	6980-7609	15400-16699
14	84-91	185-201	66	7610-8299	16700-18299
15	92-99	202-219	67	8300-9049	18300-19899
16	100-108	220-239	68	9050-9869	19900-21699
17	109-118	240-261	69	9870-10799	21700-23799
18	119-129	262-287	70	10800-11699	23800-25699
19	130-140	288-309	71	11700-12799	25700-28199
20	141-153	310-338	72	12800-13999	28200-30799
21	154-167	339-369	73	14000-15199	30800-33399
22	168-182	370-402	74	15200-16599	33400-36499
23	183-199	403-439	75	16600-18099	36500-39799
24	200-217	440-479	76	18100-19699	39800-43299
25	218-237	480-523	77	19700-21499	43300-47299
26	238-258	524-569	78	21500-23499	47300-51699
27	259-282	570-622	79	23500-25599	51700-56299
28	283-307	623-677	80	25600-27899	56300-61399
29	308-335	678-739	81	27900-30399	61400-66899
30	336-366	740-806	82	30400-33199	66900-72999
31	367-399	807-879	83	33200-36199	73000-79599
32	400-435	880-959	84	36200-39499	79600-86899
33	436-475	960-1049	85	39500-43099	86900-94799
34	476-518	1050-1139	86	43100-46999	94800-102999
35	519-565	1140-1249	87	47000-51199	103000-112999
36	566-616	1250-1359	88	51200-55799	113000-122999
37	617-672	1360-1479	89	55800-60899	123000-133999
38	673-733	1480-1659	90	60900-66399	67-72 tons
39	734-799	1660-1759	91	66400-72399	73-79 tons
40	800-871	1760-1919	92	72400-78999	80-86 tons
41	872-950	1920-2089	93	79000-86099	87-94 tons
42	951-1039	2090-2289	94	86-93 tons	95-102 tons
43	1040-1129	2290-2489	95	94-95 tons	103-105 tons
44	1130-1229	2490-2709	96	96-97 tons	106-107 tons
45	1230-1349	2710-2969	97	98-99 tons	108-109 tons
46	1350-1469	2970-3229	98	100-101 tons	110-111 tons
47	1470-1599	3230-3519	99	102-103 tons	112-113 tons
48	1600-1739	3520-3829	100	104-105 tons	114-115 tons
49	1740-1899	3830-4179			
50	1900-2069	4180-4549			
51	2070-2259	4550-4969			
52	2260-2469	4970-5429			

Etc.—increase size by 1 metric ton each SIZ point thereafter.

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 ×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.

Consequences of Encumbrance for Dodging

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

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.

Combat

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, 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:

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.

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 per-cent 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.

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 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.

Strike rank with melee weapons is based on the size 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 Wound) 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 tions, 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.

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)

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.

Movement strike ranks usually cannot be simultaneous with combat strike ranks, such as those needed to swing a weapon.

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), Javelin, 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.

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.

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.

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

Fist, falchion, or fencepost, 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.

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, provided that 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 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% in 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 and a critical Dodge roll is necessary to avoid a critical hit. If the defender fumbles his dodge, the attacker scores an automatic normal hit unless his rolled attack indicates a better-than-normal hit.

Dodge is a skill useful to unencumbered swashbucklers, 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 percentage. 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

Cormac's Saga

The local potentate (ruler of Massilia by coup de main and self-styled king of Gallia Nerbonensis) 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.
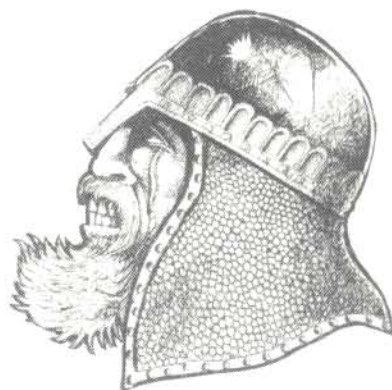
same attacker, and even the same attack. In this case, check Dodge first. If that is unsuccessful, then attempt a parry. The player always has the right to arrange such choice and order.

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.

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.

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.

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.

Results of Combat

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.

As described below, critical hits and impaling blows do extra damage.

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 tosses the boy the last of his money — more than enough to repair 3 cartwheels. The wide-eyed boy thanks him as the sorcerer scurries off to find his friends.

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 knockbacked. 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.

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 ×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.

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.

Melee 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.

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 × 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.

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.

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.

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: lose 25 percentiles for attacks, parries, and Dodges for 1D3 melee rounds.
71-73	Vision impaired: 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.

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.

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, *Rune-Quest* fumbles liven play and provoke memorable incidents.

When a fumble occurs, the fumbling player must roll D100 on the appropriate fumble table and apply 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.

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.
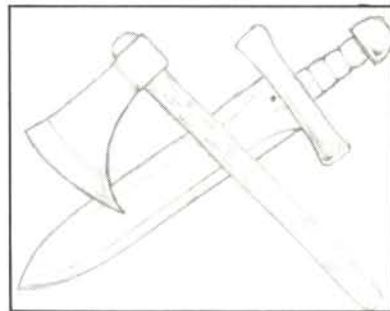
Melee Weapons Table

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
Dagger	Dagger	1D4+2	-/-	0.5	15	6	3	33
Flail, 1H	Ball & Chain	1D10+1	11/7	2.0	05	8	2	250
	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
	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
	War Maul	1D10+2	11/7	2.5	10	12	1	150
Rapier	Rapier@	1D6+1	7/13	1.0	05	8	2	100
Shortsword	Gladius@	1D6+1	-/-	1.0	10	10	2	100
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
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
	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
	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

* Lance cannot parry when used from horseback.

** Percent is for parry. Attack is 05%.

@ 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.

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.

Two-Weapon Use

When an adventurer uses two weapons, such as a sword and shield or a dagger, 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.

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.
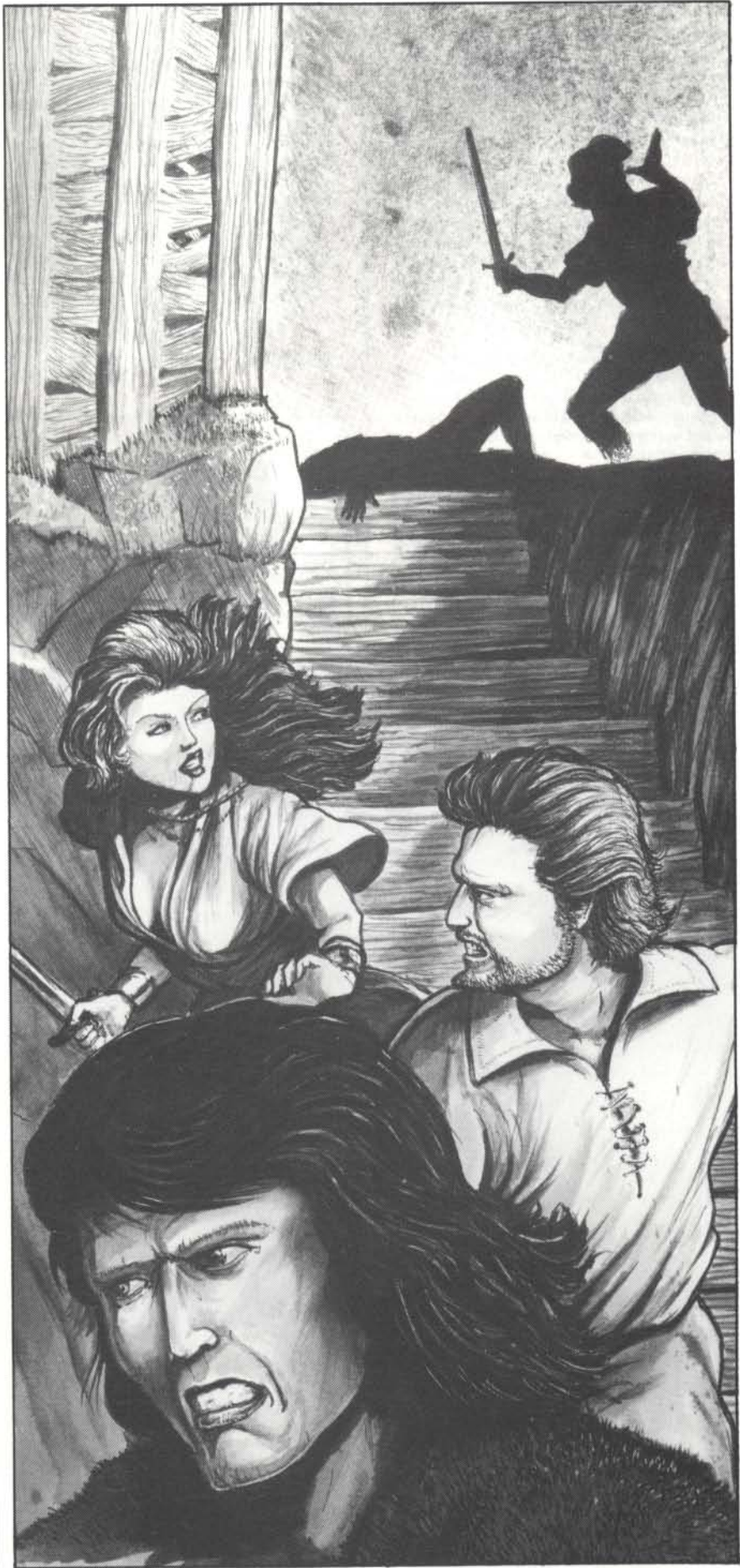
Fist and Kick

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 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.

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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 ×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.

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.

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.)

Missile Weapons Table

Weapon Name	STR/ DEX	Base %	ENC(m)	Damage	AP	— Range — Effect	Max.	Rate of Fire	P
Bow, Self	9/9	05	.5(.05)	1D6+1	5	90	120	1/SR	150
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, Light	9/7	25	3.4(.05)	1D6+2	6	40	225	1/2MR	300
Sling	-/11	05	.1(.1)	1D8	-	100	100	1/MR	30
Javelin	9/9	10	1.5	1D8	8	20	50	1/SR	100
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

***These weapons do not do impaling damage with a special hit.

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.

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.

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.
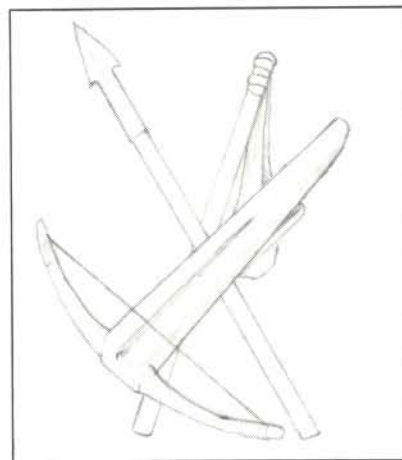
Range: Range for throwing weapons is given in the missile charts given on the page before.

Projectile Weapons

Projectile weapons are weapons which project a missile at a target. This category includes bows, crossbows, and slings.

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.

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. 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.

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 meleeing, 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.

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.

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.

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 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.

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.

Ringmail: 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.

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.

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.

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 chainmail for 3840 pennies. His comrade Huge Hugh (SIZ 21) would have to spend 6720 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)
Ringmail	5	110 p	8.0 (880)	10.0 (1100)	12.0 (1320)	14.0 (1540)
Chainmail	7	240 p	16.0 (3840)	20.0 (4800)	24.0 (5760)	28.0 (6720)
Plate	8	270 p	20.0 (5400)	25.0 (6750)	30.0 (8100)	35.0 (9450)

Skills

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 parries 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.

Climb (40)

At adulthood, an adventurer can climb well-enough to scale a slope with hand-holds, 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 ×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.
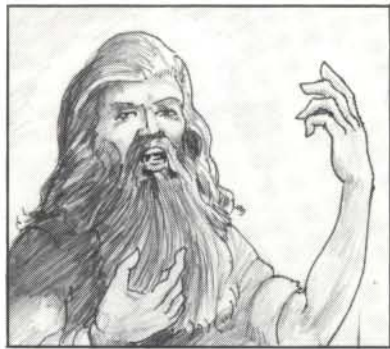
However it is used, Fast Talk appeals to the intellect of the target. The effects are the same no matter what the name is.

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 ×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% ×2 — a 70% chance.

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.

Language Proficiency Table

Roll
D100	Result
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."

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.)

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.

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.

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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 ×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.

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.

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.

Read / Write (OO)

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 (OO)

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.

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.

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 subtracted 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) (OO)

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 in-

filtration 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.
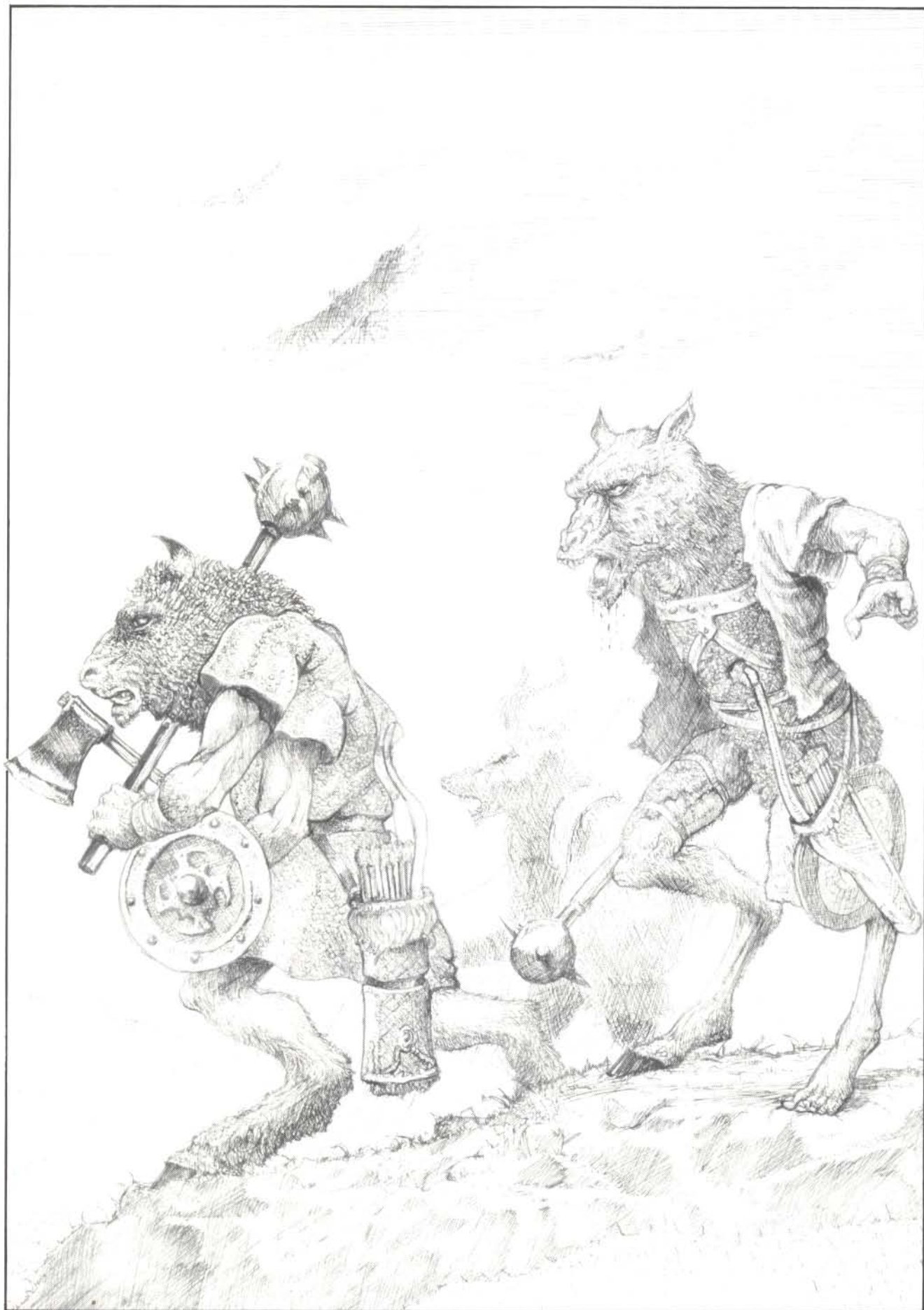
The Scan ability can be pitted against another's Sleight ability if the Sleight user is attempting some activity like a shell game.

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.

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.

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.

The World

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 gamemaster 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 CON ×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 CON ×9, then CON ×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 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.

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 ×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 ×3 (10×3=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 ×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 ×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.

Disease

Plagues 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 ×5 or less on D100. If he fails, he must again

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

attempt a successful roll of the adventurer's CON ×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.

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 ×5, but may be CON ×4, CON ×3, CON ×2, or even CON ×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 ×5, reduce it to CON ×4 if the adventurer was not at home in bed, reduce it to CON ×3 if he were hiking in the wilderness, reduce it to CON ×2 if he were engaged in strenuous activity such as combat, and reduce it to CON ×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.

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

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

the case: some heavy, but soft objects may withstand less damage than objects light, but resilient.

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.

Creatures

The worlds of *RuneQuest* are rife with supernatural and alien beings. Players can interact with exotic animals, fairy folk, extraterrestrial horrors, and other-planar entities, as well as mundane creatures such as lions and horses. This chapter provides some 90 creatures, both noble and bestial, for the gamemaster to utilize.

Incomplete Creatures

An entity lacking one or more of the characteristics of STR, CON, SIZ, INT, POW, or DEX, or which possesses one such characteristic in a limited fashion, is said to be an 'incomplete creature.' By definition, the otherworld planes of existence are inhabited solely by incomplete beings. An elemental which must summon its body into existence and has no permanent STR or SIZ is incomplete. An undead monster with no POW is also incomplete.

Only fully sentient physical beings are defined as 'complete.' Animals are incomplete because they lack free will, possessing instead fixed INT, described below.

Gamemasters should not usually permit the roleplaying of incomplete creatures.

Fixed INT versus Normal INT

Intelligent, sentient beings are said to possess normal INT. Animals and other unintelligent creatures possess fixed INT. Players of creatures with fixed INT do not normally make a die roll to determine their beings' INT.

For example, all dogs have an INT of 5 and all cows have an INT of 4. No die roll is involved. This does not mean that all dogs are equally intelligent, but it does mean that any dog (INT 5) is considered to be more intelligent than any cow (INT 4) and less intelligent than any baboon (INT 6). Ghouls, with an INT of 2D6, have normal INT. They are considered sentient. A dog might show more common sense than a ghoul with an INT of 4 or less, but the dog's common sense is derived from instinct and experience, rather than logic or intuition, and is less flexible.

Creatures with fixed INT may not learn knowledge or communication skills. They are ruled by instinct. Creatures with fixed INT will neither disobey nor betray their instincts, though circumstance may modify their reactions. Creatures with large fixed INT have complex and elaborate instincts, and even some reasoning power.

Beings with normal INT also possess instincts, often as powerful as those of any animal. However, beings with normal INT are capable of defying their instincts and acting according to logic.

A Comparison of Typical INT Ratings

INT	representative animals
1	worm, snail
2	insect, shark
3	shrew, chicken
4	sheep, raven
5	dog, cat
6	baboon
7	chimpanzee, gorilla

Do not confuse fixed or normal INT with free INT, which is important to sorcerers. Having normal INT indicates that an entity is sentient. Free INT concerns the degree to which a sorcerer can manipulate his spells, and has to do with memory.

Lacking and Gaining Characteristics

Many creatures do not possess all of the *RuneQuest* characteristics which define humans. Lack of one or more such characteristics causes a variety of effects. Adding a new characteristic (usually done only through the creation of a sorcerer's familiar) changes the creature, and may profoundly affect its abilities.

A creature lacking a characteristic is invulnerable to attacks directed against that characteristic.

Effects of Characteristic Lack

STR: Creatures lacking STR may not interact with physical objects. They may not lift or move any tangible thing. Such a creature may not use any weapons, agility, or manipulation skills. It has no fatigue points and never tires.

A creature that gains STR may now touch physical objects and move them. It gains a damage modifier if it also has SIZ. If the creature has CON, it now has fatigue points. If the creature has DEX, it may learn weapons, agility, and manipulation skills (with a base chance of 00% in all such skills).

CON: A creature lacking CON is immune to disease and poison. If the creature possesses SIZ, it has hit points based on a separate roll, usually related to SIZ. It lacks fatigue points and cannot tire.

If a being gains CON it may or may not retain immunity to disease and poison, depending on its nature (and the gamemaster's decision). It will now have fatigue points if it also has STR. If the creature has SIZ it now has hit points equal to the average of its CON plus SIZ.

SIZ: Creatures without SIZ lack bodies and are said to be discorporate. They cannot interact with physical objects. Certain of such creatures may initiate spirit combat. If a discorporate being possesses CON, its hit points are equal to its CON. If it lacks CON it has no hit points.

Such an entity which gains SIZ becomes corporate, and may not initiate spirit combat. If it possesses CON, its hit points become equal to the average of CON and SIZ.

INT: Fixed INT is described above. Creatures with no INT at all are no more truly alive than a crystal or flame. Creatures with fixed or with no INT may not learn or use communication or knowledge skills. Creatures with fixed or with no INT are not affected by emotion-affecting spells such as Demoralize or Befuddle.

A being which gains INT may now learn communication and knowledge skills (with a base chance of 00% in all such skills). After gaining INT, the being is considered to be sentient, though possibly stupid. If it formerly had fixed INT it is now considered to have normal INT. The being also becomes susceptible to emotion-affecting spells such as Demoralize and Befuddle.

POW: If a creature lacks POW, a typical magic point score is provided. Creatures lacking POW may not regenerate magic points expended. Many such creatures have special abilities allowing them to gain additional magic points, such as the vampire's magic-point-draining touch. Others lack such abilities and must carefully hoard their magic points. Creatures lacking POW are said to be soulless; all undead fall into this category.

If a soulless creature gains POW, it becomes capable of regenerating magic points up to its POW, acting as does normal POW. If the creature possesses a special ability used to increase magic points, it may not use the ability to increase its magic points higher than its POW (though it could use, for example, a Tap spell to do so).

DEX: Creatures lacking DEX have a specific strike rank on which their attacks (if any) always take place. For example, wraiths always attack on SR 1. Such creatures may only use their natural attacks, and may not learn weapons, agility, manipulation, or stealth skills.

Upon gaining DEX, a being may learn stealth skills. It may learn agility, manipulation, and weapons skills if it has STR. The creature's strike rank will change —it will be based on its DEX alone if it has no SIZ.

Chaotic Features for Chaotic Creatures

Chaotic creatures do not obey orderly laws of growth and reproduction. One two-headed dragonsnail is not necessarily like another. The following chart has been provided to generate special features for chaotic monsters. Replace this table with one of your own, if you like, give unusually powerful monsters two or more rolls, pick chaotic features from the list, or make up your own on the spot.
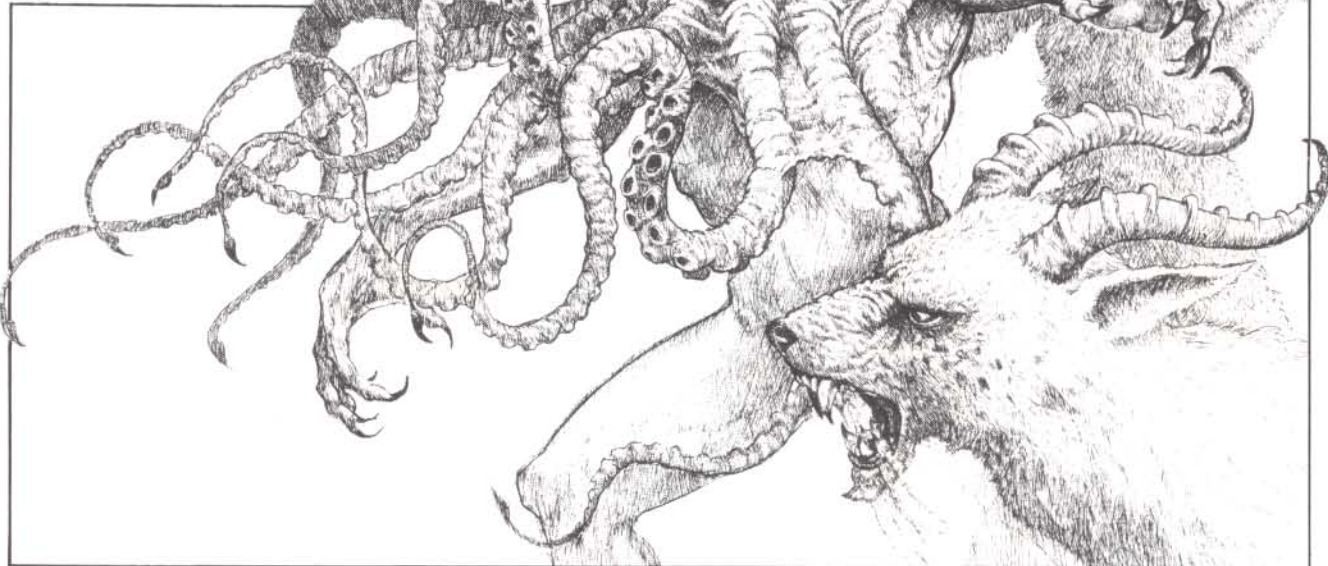
Chaotic Features

D100	Chaotic Feature
01-03	+1D6 Power
04-05	+2D6 Power
06	+3D6 Power
07-08	+2D6 Dexterity
09	+4D6 Dexterity
10-11	+2D6 Strength
12	+4D6 Strength
13-14	+2D6 Constitution
15	+4D6 Constitution
16-17	+2D6 Size
18	+4D6 Size
19-20	spits acid of 2D10 Potency 1D6 times per day with 6-meter range
21-22	breathes 3D10 fire 1D6 times per day; single target, 3-meter range
23-24	highly flammable; if ignited, burns all within 3-meter radius
25-27	appearance confusing — subtract 20% from all foes' attacks
28-29	appearance very confusing — subtract 30%
28-29	appearance very confusing — subtract 30% from all foes' attacks
30	appearance extremely confusing — subtract 40% from all foes' attacks
31-32	poison touch, 2D10 potency; must penetrate armor to work
33-35	+6 point skin (treat as armor)
36-37	+9 point skin (treat as armor)
39	+12 point skin (treat as armor)
40-42	absorbs spells up to 2 magic points, adding magic points absorbed to self
43-44	absorbs spells up to 4 magic points, adding magic points absorbed to self
45	absorbs spells up to 2D6 magic points, adding magic points absorbed to self
46-48	reflects spells up to 2 magic points back at caster, without harm to itself
49-50	reflects spells up to 4 magic points back at caster without harm to itself
51	reflects spells up to 2D6 magic points back at caster without harm to itself
52-54	its spirit attacks the character who killed it in spirit combat after it is dead. If it possesses its killer, it will take him over.
55-56	+2D6 meters movement per action rank
57-58	explodes upon death, doing 1-6 D6 damage to all within 3 meters — armor helps against this damage
59-65	regenerates 2D6-5 hit points per round (minimum of 1 point) in each injured hit location until dead
66-67	agonizing screams when moving
68-69	valuable gem (worth 1D10 ×100 pennies) visible on body; this could also be a valuable hide, metal teeth, etc.
70	valuable gem (worth 1D6 ×1000 pennies) hidden within body; could also be internal organ of some precious metal or an enchanted item of some sort
71-72	stench overpowering; make CON ×5 or less on D100 or lose consciousness
73-74	hideous; make POW ×5 or less on 1D100 or be demoralized (as per spirit magic)
75-76	automatically befuddles one opponent per round (as per spirit magic) in addition to other attacks (the user still has to overcome the targets magic points)
77-86	functional extra appendage or body part
87-88	double power of creature's normal chaos ability (i.e., a gorp could have 16-point acid, or a jack o'bear be able to harmonize twice per round)
91-92	capable of leaping up to DEX in meters
93-94	hypnotic appearance; roll INT ×5 or less on D100 or stand spellbound till it eats you or leaves your presence
95	appears to be a harmless creature or object until engaged in melee
96-00	gamemaster's choice or roll twice more

APP: All beings are considered to have APP, though it may not be given. The vast majority of incomplete creatures have not been given such a rating (vampires are such an exception). If the gamemaster deems it necessary, he may assign APP ratings. Non-human beings have species-specific APP. Beings with APPs of less than 3D6 are considered to be intrinsically more ugly to any observer, while those with an APP of over 3D6 are intrinsically more striking, awe-inspiring, or beautiful. Regardless of this, a normal rule-of-thumb in *RuneQuest* is to subtract 10 from the APP of any individual of another species when your adventurer first encounters it, unless your adventurer has had previous experience with such beings. Later, a more mature judgment can be made, of course.

Creatures As Adventurers

Instead of simply encountering non-human creatures, a player may desire to roleplay one. In many cases this possibility is limited.

Certain creatures are easier to roleplay than others. Incomplete creatures are too limited for enjoyment. Nor do we recommend playing of creatures with characteristic INT rolls of less than 3D6. Such beings are best left to the limbo or purgatory of the gamemaster.

A gamemaster also may wish to forbid the attempt to run very powerful or philosophically-unappealing beings. For example, in a campaign where elves play a major role, and in which there are many elf adventurers, the gamemaster may forbid trolls or dwarfs as adventurers. A gamemaster who feels that roleplaying a dragon or giant overshadows adventurers of lesser size may forbid them. All such decisions belong to the gamemaster, and a player should ask the gamemaster, if he is permitted to run a particular type of being in the campaign.

Full statistics and information have been given to permit the roleplaying of eight species in addition to humans. Most non-humans have species-specific weapons which vary less than those used by humanity. For non-humans, use the weapons base chances given in the combat section of their description in this book rather than using those given for the various human cultures in the Creating An Adventurer chapter of the Player's Book. The fully described species include broos, centaurs, ducks, dwarfs, elves, halflings, humans, ogres, orcs, and trolls.

The Creatures

All creatures are listed in alphabetical order by common name. In a few cases, several different types are described under a single common name.

Format for Creature Entries

Name: All entries begin with the creature's common name. In most cases, the creature's scientific name follows in parentheses. The scientific name has no bearing on play and is provided solely for your education and amusement. In the case of animals such as lions or gorillas, the actual scientific names are given. In the case of previously unclassified entities such as trolls or giant lizards, we have created our own names. We make no claims for accurate nomenclature.

Description: The text of the entry first deals with the creature's appearance. In the case of familiar species such as horses or centaurs, description is judged unnecessary. Next is a brief description of the ecology, with preferred habitat and food, and some useful or interesting details about behavior, lifestyle, or culture. Finally, any special abilities, powers, and limitations are noted.

Data: The creature's characteristic rolls are given along with average scores (for the gamemaster's convenience in quickly making up non-player-characters). Average scores for hit points, fatigue points, and movement rate per round are here.

Incomplete creatures will lack one or more characteristic entries. Missing characteristics are not used to calculate skills category modifiers. For example, a player of a creature lacking POW ignores penalties or bonuses attached to POW when figuring the creature's magic, stealth, or communication skills.

After the characteristic, comes the Hit Location Table (or reference) with an average creature's hit points and armor. In most cases there are two columns for rolling a D20. One is for melee and the other is for missiles. In some cases there will only be one D20 column to be used for both melee and missile hit determination.

Skills: Most skills are presented in an 'X + Y' format, where X represents the base skill chance for the creature, and where Y represents the skills category modifier for a typical member of the species. For example, a chimpanzee's Climb skill is written as '90 + 8' indicating that a chimp's base chance to Climb is 90%, and that a chimp with average characteristics has a +8 percentiles agility modifier. A particular individual could be lower or much higher in a skill.

Combat skills are listed first. This is usually done in the same order, with weapon type given first, then the strike rank for that weapon, then the percentage chance to attack plus attack modifier if any, then the damage done, then the parry chance plus parry modifier if any, and finally the weapon hit points, if appropriate.

Many creatures can attack more than once in a round. For example, a lion may claw in a round and bite as well. This gives it two attacks each round. In the lion's case, the two attacks take place 3 strike ranks apart. Animals with multiple attacks are considered capable both of Dodging and of making all possible normal attacks each round. For example, each melee round the lion can attack twice, as well as Dodge. Some creatures can make multiple attacks and parry as well: the broo, for instance, can have a normal weapon attack and a head butt each melee round, in addition to either a parry or dodge.

Damage is given in an X + Y format. X represents the weapon's basic damage, and Y represents an average creature's damage modifier. If a monster had claw damage listed as 1D6 + 1D6, this would mean that its claws naturally did 1D6 damage and that a typical representative of the species has a +1D6 damage modifier. Some natural weapons gain no damage modifier, or use it in a non-standard manner, as explained in particular creature descriptions. Some creatures have natural weapons capable of impaling—if so, the weapon never gets stuck in the target on an impaling roll, unlike normal weapons.

After combat, other important skills are given. In the case of an intelligent race, all skills not listed are assumed to have the same basic chance as for humans.

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In the case of certain species, each skills category is listed, with an average individual's skill bonus. Base chances for all skills in each category are given as well.

Other Features: Following skills comes the natural or typical armor and defensive powers of the creature.

The last section is left out of some descriptions. It describes magic known or supernatural powers possessed.

Allosaurus *(Allosaurus)*

Allosaurs are large carnivorous dinosaurs, reaching 10 meters (33 feet) in length and standing over 3 meters (11 feet) tall. Allosaurs are bipedal, have large heads with mouths packed full of sharp fangs, long balancing tails, and tough hide.

These quick and cunning beasts have the keen eyesight of birds of prey, and a good sense of smell as well.

Allosaurs haunt savannas and light tropical forests. They run down large prey and are not averse to eating creatures as small as humans. Allosaurs may be solitary or hunt in small packs, depending on the area and profusion of prey.

Allosaurus

Characteristics		Average		
STR	6D6 + 32	53	Move	∗ 6
CON	4D6 + 21	35	Hit Points	41
SIZ	4D6 + 32	46	Fatigue	18
INT	3	3		
POW	2D6 + 6	13		
DEX	2D6 + 9	16		

Hit Location	D20	Points
Tail	01-02	10/14
R Leg	03-05	10/14
L Leg	06-08	10/14
Abdomen	09-11	10/17
Chest	12-15	10/17
R Claw	16	10/11
L Claw	17	10/11
Head	18-20	10/14

Weapon	SR	Attack %	Damage
Bite	8	40 + 9	2D6 + 5D6
Kick	8	25 + 9	1D6 + 5D6
Foreclaw	5	25 + 9	1D10

Notes: An allosaur may use both foreclaws simultaneously against one target and either kick or bite 3 Strike Ranks later. The bite does no knockback.

Skills: Scan 40 + 5.

Armor: 10-point knobbly hide.

Brown Bear

Characteristics		Average		
STR	3D6 + 15	24-25	Move	7
CON	2D6 + 6	13	Hit Points	19
SIZ	3D6 + 15	24-25	Fatigue	38
INT	5	5		
POW	3D6	10-11		
DEX	3D6	10-11		

Hit Location	Melee (D20)	Missile (D20)	Points
RH Leg	01-02	01-02	3/6
LH Leg	03-04	03-04	3/6
Hind Q	05-07	05-09	3/9
Fore Q	08-10	10-14	3/9
RF Leg	11-13	15-16	3/6
LF Leg	14-16	17-18	3/6
Head	17-20	19-20	3/7

Weapon	SR	Attack %	Damage
Bite	9	25 + 4	1D10 + 2D6
Claw	6	40 + 4	1D6 + 2D6

Notes: A bear may attack twice in a round, using either two claw attacks separated by 3 strike ranks or a claw and bite separated by 3 strike ranks. (Bite rarely comes first.)

Skills: Climb 30-6, Listen 30-2, Track 25-2, Sneak 30-15.

Armor: Skin and fur worth 3 points of armor.

Bear *(Ursus arctos)*

The European brown bear is source of many legends and tales. It is larger than the American black bear, but not nearly as gigantic as the grizzly. It was once found all across Europe and northern Asia, including Japan.

Bears kill deer and even cattle on occasion. They can be vicious or cowardly. Bears sleep in the winter, but it is not a true hibernation. At intervals, an over-wintering bear will go forth to forage. Bears are solitary.

Statistics below are for male bears, which are likelier to turn rogue, and are more aggressive. Females have SIZ and STR of 3D6 + 12.

Broo

Characteristics		Average		
STR	2D6+6	13	Move	4
CON	1D6+12	15-16	Hit Points	16
SIZ	1D6+12	15-16	Fatigue	29
INT	2D6+6	13		
POW	3D6	10-11		
DEX	3D6	10-11		
APP	2D6	7		

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	2/6
L Leg	05-08	04-06	2/6
Abdomen	09-11	07-10	3/6
Chest	12	11-15	3/8
R Arm	13-15	16-17	2/5
L Arm	16-18	18-19	2/5
Head	19-20	20	3/6

Weapon	SR	Attack%	Damage	PARR%	PTS
Head Butt	9	40+6	1D6+1D4	—	—
Club	6	25+6	1D10+1D4	25-3	10
1-H Spear	6	25+6	1D8+1+1D4	25-3	10
Target	—	—	1D6+1D4	25-3	12

Notes: A broo may use its head butt 3 strike ranks apart from any other attack, as well as parry and/or dodge. The head butt is usually a second attack.

Skills: *Agility* −3: Climb 30, Jump 30, Swim 05, *Communication* +3, *Knowledge* +3, *Manipulation* +6: Conceal 25, *Perception* +7: Track 25, *Stealth* −6.

Armor: The head has tough skin worth 3 points of armor. Often has at least cuirboilli on body and leather on limbs. Will steal or salvage metal armor when available.

Magic: Broos possess primitive magic. The Bad Man is the origin of their shamans, rather than an obstacle to them. Some have access to divine spells.

Disease: Anyone wounded by a disease-carrying broo is exposed to that broo's disease(s).

Broo
(Capricephalus chaos)

Human-bodied with the heads of deer, antelope, or goats, broos are foul chaos hybrids. They rub dung in their hair, worship spirits of disease, and engage in other repulsive practices.

At least 90% of all broos are male. They can hybridize with almost any other creature, so there is no standard broo shape—all are mongrels.

Broos roam wastes, deserts, swamps, and mountains in small gangs. They are not builders, though they may inhabit ruined buildings or caverns. They use other beings as targets for their frequent raids and carry away victims to be used as objects of sadistic pleasure. A common broo trick is to infect money or jewelry with disease, then leave the stash where humans can find it. Broos are immune to disease and poison. There is a 50% chance a random broo carries disease on its person and weapons.

Dragon *(Draco pyrofer)*

Dragons are gigantic flying reptiles which can breathe flame. They are clawed, fanged, and voracious. Those described here are the well-known Western European dragons.

Dragons are solitary, living alone and devastating the countryside. Some dragons are intelligent, but many are merely cunning animals. A gamemaster should feel free to endow a particular dragon with normal intelligence, if he desires, though most have only fixed INT.

Dragons frequently fight by flying overhead and vomiting down fire upon their foes.

Dragon

Characteristics		Average		
STR	20D6	70	Move	3/7 flying
CON	10D6	35	Hit Points	53
SIZ	20D6	70	Fatigue	105
INT	10	10		
POW	4D6+6	20		
DEX	3D6	10-11		

Hit Location	Melee (D20)	Missile (D20)	Points
Tail	01-02	01	24/14
RH Leg	03-04	02	24/18
LH Leg	05-06	03	24/18
Hind Q	07-08	04-08	24/22
Fore Q	09-10	09-14	24/22
R Wing	11-12	15	24/14
L Wing	13-14	16	24/14
RF Leg	15-16	17	24/18
LF Leg	17-18	18	24/18
Head	19-20	19-20	24/18

Weapon	SR	Attack%	Damage
Breath	3	60+11	flame
Bite	9	25+11	3D6+8D6
Claw	6	25+11	1D6+8D6
Tail	6	50+11	4D6

Notes: A dragon has two attacks each round: it may either bite or breathe flame for one attack, and either use claw or tail for the other. The bite attack will come 3 strike ranks after any other attacks being performed. When flying, a dragon only has the breath attack.

Tail damage equals half the dragon's damage modifier in D6s (round up). It is an area-effect sweep attack.

A dragon's fire blankets an area 3 meters in diameter and has a range equal to the dragon's POW in meters.

The flame does 4D6 points of damage to each of the target's hit locations: 4D6 is rolled once; the damage rolled is applied to all hit locations simultaneously. Armor does protect against this damage.

The dragon must expend 1D6 fatigue points to belch forth flame.

Skills: Listen 50+15, Search 25+15.

Armor: 24-points of metal scales.

Magic: Dragons are rife with magic. Both their fiery breath and flying ability demonstrate this. Intelligent dragons have an INT of 4D6 and can know spells, usually spirit magic or sorcery.

Ducks
(Anatanthropos donaldi)

Legend claims that these odd creatures were cursed during premortal times. It is unclear whether they were humans cursed with feathers and webbed feet or ordinary ducks cursed with intelligence and flightlessness. Although all intelligent ducks are of the same species, and can interbreed, there are different color patterns among them.

Ducks live peacefully along rivers, in marshes, and in hamlets. They make their livings as swamp guides, boatmen, fishermen, and merchants. Ducks can be good thieves because of their small size and adroitness. Their culture is organized similarly to humans, and there are many duck-human mixed cities.

Duck

Characteristics		Average		
STR	2D6+1	8	Move	2
CON	2D6+6	13	Hit Points	10
SIZ	1D6+2	5-6	Fatigue	21
INT	2D6+6	13		
POW	3D6	10-11		
DEX	2D6+6	13		
APP	2D6	7		

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	2/4
L Leg	05-08	04-06	2/4
Abdomen	09-11	07-10	3/4
Chest	12	11-15	3/5
R Arm	13-15	16-17	2/3
L Arm	16-18	18-19	2/3
Head	19-20	20	3/4

Weapon	SR	Attack%	Damage	PARR%	PTS
Shortsword	8	25+5	1D6+1	25+6	10
Sling	3/9	30+5	1D8	—	—
Buckler	—	—	—	25+6	8

Skills: *Agility* +6: Boat 25, Climb 15, Jump 15, Ride 00, Swim 80, *Communication* +3: Fast Talk 25, Sing 00, *Knowledge* +3: Manipulate +5, Perception +6, Stealth +6.

Armor: Generally no more than 2-point leather on limbs and cuirboilli on head and body.

Magic: Ducks may learn any sort of magic. Ducks in all-duck areas tend towards primitive magic. Those with extensive human contact frequently practice divine magic, often joining war cults. A rare duck learns sorcery.

Dwarf

Characteristics		Average
STR	4D6	14
CON	1D6+12	15-16
SIZ	2D6	7
INT	2D6+6	13
POW	3D6	10-11
DEX	3D6	10-11
APP	3D6	10-11
Move	2	
Hit Points	12	
Fatigue	30	

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	5/4
L Leg	05-08	04-06	5/4
Abdomen	09-11	07-10	5/4
Chest	12	11-15	5/5
R Arm	13-15	16-17	5/3
L Arm	16-18	18-19	5/3
Head	19-20	20	4/4

Weapon	SR	Attack%	Damage	PARR%	PTS
1H Hammer	8	25+6	1D6+2	25+6	10
Battleaxe	8	20+6	1D8+2	20+6	10
Crossbow	3	20+6	2D4+2	20+6	8
Buckler	—	—	—	20+6	8

Notes: The dwarf medium crossbow is a repeater. It fires once a round without needing to reload until all five quarrels in the clip have been expended. It takes three rounds to refill the clip.

Skills: *Agility +6:* Boat 00, Climb 20, Jump 15, Ride 00, Swim 05, *Communication +5, Knowledge +3* Craft (stone and metalworking) 25, Evaluate 40, Animal Lore 00, Dwarf Lore 25, Mineral Lore 50, Plant Lore 00, Read/Write 10, *Manipulation +6:* Conceal 15, Devise 30, *Perception +7:* Earthsense/Scan 25, Earthsense/Search 25, Visual Scan 05, Visual Search 25, Track 00, *Stealth +3.*

Armor: Usually chainmail (5 points) over entire body, plus open helm (4 points).

Magic: Dwarfs usually learn sorcery.

Dwarf
(Lithanthropos mostali)

Dwarfs are small humanoids dwelling beneath the earth's surface. Their bodies and heads are nearly as large as those of humans, but their limbs are short, powerfully-muscled, and often twisted. Male dwarfs usually sport long beards.

Dwarfs are famed artificers and craftsmen. They spend most of their time underground, and only adventurers or avenging armies invade the surface world. Dwarfs are popularly believed, with justification, to be enormously wealthy. When aboveground, dwarfs commonly travel armed and armored. Dwarfs are ancient enemies of elves, trolls, and orcs.

Dwarfs move in the dark using a supremely-developed touch called Earthsense. They can sense other beings by the slight air currents created in any movement. They direct blows in combat by feeling their enemy's body heat, and dodge or parry his blows by perceiving the air currents produced when he swings. Earthsense—a combination air current/heat sensing system—is possessed by a few other underground species as well.

Dwarfs are inventive and famed for their contrivances. They hate having their mechanical wonders and money fall into the hands of other races. Dwarf adventurers generally have no more special items or cash than those from any other race, though they are usually better-armed and better-armored.

Male and female dwarfs do not differ in size or strength. Dwarf women are even more rarely seen than the men.

Elementals

Elementals are otherworld entities which manifest themselves in bodies of natural forces or materials. The most common elementals are gnomes, salamanders, shades, sylphs, and undines, which form bodies from earth, fire, darkness, air, and water, respectively. Only salamanders are given statistics and a description below.

Elementals are incomplete entities possessing STR, SIZ, and POW. Their hit points are related to their SIZ, as explained later. An elemental's SIZ is expressed as a volume rather than a number; an elemental would be described as having a SIZ of, say, 3 cubic meters. Elementals lack fatigue points and never tire.

If a point value is needed for an elemental's SIZ, the elemental's hit points may be used as its SIZ. Thus, if an elemental with 10 hit points climbed into a box and was lifted by an adventurer, its SIZ could be treated as if it were 10. Elementals, lacking INT, act solely on the basis of physical tropisms. They are capable of being controlled by spells, but when left on their own, they will simply do whatever is natural: salamanders burn flammable materials within reach, undines flow to the lowest possible spot, gnomes crystallize, shades flee light, and sylphs breeze around.

Many elementals are god-servants, and priests of certain deities learn to control appropriate elementals.

When summoned, there must be sufficient quantities of the appropriate element for an elemental to manifest itself. For example, a 10-cubic-meter salamander would require quite a large fire and a 1-cubic-meter undine would need a large tub filled with water. No matter how much element is available, an elemental may not be larger than its SIZ. If sufficient element is unavailable, the elemental will not form at all, rather than forming with less than full size.

All elementals can be struck in combat with ordinary weapons, breaking up their physical construction and eventually disrupting them. They have only one hit location and no armor. When an elemental has been reduced to zero hit points, it dissolves and its spirit returns to the other world, from where it may be summoned again to inhabit another volume of material.

A successful attack roll must be made to damage an elemental, even if the attacker is engulfed by the entity.

Salamanders

Salamanders must be summoned from an existing flame. Once formed, the salamander can move at will without being extinguished—it does not even need fuel. However, a salamander can be doused with water or soil, like an ordinary flame.

Abilities: A salamander will ignite any flammable object touched. It will heat metal (and can eventually melt it), bake stone, set fires, and, of course, burn people. A salamander can also be used to douse natural fires, though not other salamanders, Firebladed weapons, or the like. The salamander enters the fire and sucks it up, extinguishing the flames. This does 1D6 points of damage to the salamander per cubic meter of fire sucked out.

Salamanders can float through the air at the same rate as they move on ground.

A salamander must touch an object to ignite it.

Attack Forms: In combat, a salamander engulfs foes in flame. It can swallow 10

Sample Salamanders

Characteristics		Average	Characteristics		Average
STR	1D6	3-4	STR	3D6	10-11
SIZ	1 cubic meter		SIZ	3 cubic meters	
POW	1D6	3-4	POW	3D6	10-11
HP	2D6	7	HP	6D6	21
Move	3	3	Move	3	3

SIZ points of enemy per cubic meter of volume.

Each round a roll of 3D6 is matched against the victim's best armor. If the damage overcomes the victim's armor (including protective spells), he takes all damage directly to his hit points. If the armor successfully resists the damage, the victim takes half the 3D6 roll (round fractions down) as damage. If a salamander is too small to fully cover a victim, 1D6 is rolled against the target's armor instead of 3D6.

Statistics: Per cubic meter, a salamander has 1D6 STR, 1D6 POW, and 2D6 hit points. A salamander moves 3 meters per strike rank either flying or creeping on the ground. Damage is done on SR 10 of the round in which the salamander engulfs its foe.

Elf *(Dendro sapiens)*

Elves are human-like folk dwelling in forests. They are slender and slightly shorter than humans, with pointed ears. Elvish skin is usually a pastel greenish tint. Their eyes are large, without pupils or whites, and variable in color — often violet or pale green. Female elves have boyish, rather than voluptuous, figures, while male elves lack facial hair. Both males and females generally have green-tinted short hair lying close to their skull, giving a cap-like effect. There is no size or strength difference between the sexes.

Elves are vegetarians, tied to their forests in ways not understandable by humankind. Individual elves seem free to go and come at will, but mass elvish migrations only occur in times of disaster.

Elves are ancient foes of trolls, orcs, and dwarfs. Sometimes parties of elves seek their enemies underground.

There are several races of elves. Green Elves are found mainly in pine forests and the north. Brown Elves dwell in deciduous forests and sleep all winter, but are awake all summer, spring, and fall. Yellow Elves inhabit tropical jungles, and Black Elves live underground in mushroom forests.

Ghost

Ghosts are spirits of the dead. Ghosts found on the mundane plane are always tied to a specific site or object, and either cannot leave or must return if they do leave.

Ghosts can become visible at will, and engage intruders in spirit combat. If a ghost reduces a foe to zero magic points, it will possess him, usually causing the victim to kill himself. Even if a ghost possesses someone, it remains tied to its site and may not leave.

Most ghosts are malignant, and hate the living. They are frequently insane. Ghosts possess only INT and POW.
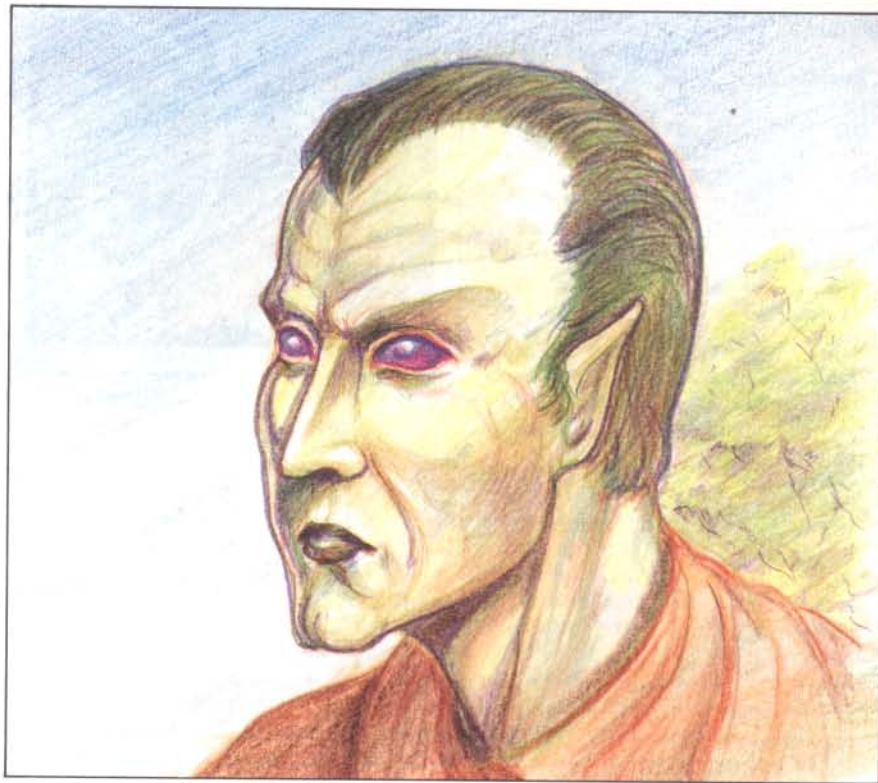
Elf

Characteristics		Average		
STR	2D6+2	9	Move	4
CON	3D6	10-11	Hit Points	10
SIZ	2D4+4	9	Fatigue	20
INT	3D6+6	16-17		
POW	2D6+6	13		
DEX	3D6+3	13-14		
APP	3D6	10-11		

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	2/4
L Leg	05-08	04-06	2/4
Abdomen	09-11	07-10	2/4
Chest	12	11-15	2/5
R Arm	13-15	16-17	2/3
L Arm	16-18	18-19	2/3
Head	19-20	20	2/4

Weapon	SR	Attack%	Damage	PARR%	PTS
Elf Bow	3/9	25+11	1D8+1	10+5	8
Spear	7	20+11	1D6+1	20+5	10
Shortsword	9	20+11	1D6+1	20+5	10
Buckler	9	05+11	1D4	20+5	8

Note: Elf bows are usable only by the owner. They wither if touched by any non-elf. Elves are very protective of their bows.

Skills: *Agility +5:* Boat 00, Climb 70, Dodge 20, Swim 05, *Communication +10, Knowledge +7:* First Aid 25, Elven Lore 15, Plant Lore 50, *Manipulation +11:* Conceal 20, *Perception +10:* Listen 45, Track 25, *Stealth +2:* Hide 25, Sneak 25.

Armor: Elves have no natural armor. They generally prefer to Dodge rather than wear armor. They often wear 2-point leather and occasionally light mail.

Magic: Elves practice divine magic, worshiping a plant-goddess. Their goddess provides their priests with many sorts of special nature- and plant-spirits, as servants and guardians. Elves also have access to all non-ritual spirit magic spells, though they have no shamans.

Ghosts

Characteristics		Average		
STR	2D6+6	13	Move	equal to POW
POW	4D6	14		

Magic: A ghost may possess any type of magic, at the gamemaster's option.

Giant *(Homo colossus)*

Giants are huge, ugly humanoids with a taste for human flesh. They are surly and untrustworthy. At full growth of 16 meters, SIZ 24D6+48, a giant is truly formidable. (Fortunately, most giants are smaller.) Giants grow at the rate of 1D6 SIZ and 1D6 STR every five years.

Giants use enormous clubs or tree trunks in battle. Humans fighting giants roll only 1D10 to determine hit location struck, unless using missile weapons.

Giants are naturally contrary. Any magical attempt to influence a giant's actions or emotions (such as casting at them Demoralize, Harmonize, Befuddle, or Fanaticism, or attempting possession by a spirit of Fear) has only a 5% chance to work, no matter how many magic points the spell caster has in comparison to the giant. This even applies to such spells cast by the giant on himself. It does not apply to spells specifically designed to command giants nor to spells or spirits which cause madness rather than emotion.

Giant

Characteristics		Average
STR	(3D6+6)/2m height	16-132
CON	(2D6+6)/2m height	13-94
SIZ	(3D6+6)/2m height	16-132
INT	3D6	10-11
POW	3D6	10-11
DEX	3D6	10-11
APP	2D6	7
Move	1/1m height	
Hit Points	15-113	
Fatigue	29-226	

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	11/15
L Leg	05-08	04-06	11/15
Abdomen	09-11	07-10	11/15
Chest	12	11-15	11/18
R Arm	13-15	16-17	11/12
L Arm	16-18	18-19	11/12
Head	19-20	20	11/15

Note: This assumes a 6m-tall giant with a 5D6 damage bonus. Roll only 1D10 on the melee hit location table vs. giants unless the attacker is also huge.

Weapon	SR	Attack%	Damage	PARR%	PTS
Maul Butt	9	25+5/	3D6+1D6/	25	11-25
		25+12	3D6+15D6		

Notes: Despite their great size, most giants are able to parry competently with their mauls, for they learn to parry in their youth and increase their skill as they age.

A giant's maul has hit points equal to 10 plus the giant's damage modifier in D6s.

Skills: Smell Blood 50+4 to +12

Armor: As armor, giants have tough skin worth 6 points plus their damage modifier in D6s. A giant with a 10D6 damage modifier has 16-point skin.

Some giants wear leg armor (often of hammered plate).

Magic: A giant is capable of learning any magic type, if someone is so foolish as to teach him.

Gorp

Characteristics		Average		
STR	0	—	Move	1
CON	3D6	10-11	Hit Points	16
SIZ	6D6	21	Fatigue	n/a
INT	1	1		
POW	3D6	10-11		
DEX	0	—		

Hit Location	missile/melee D20	Points
Body	01-20	all

Weapon	SR	Attack%	Damage
Envelope	1	100	8 points acid

Armor: none

Skills: none

Griffin

Characteristics		Average		
STR	10D6	35	Move	5/12 flying
CON	3D6+12	22-23	Hit Points	29
SIZ	10D6	35	Fatigue	58
INT	6	6		
POW	2D6+6	13		
DEX	3D6+12	22-23		

Hit Location	Melee (D20)	Missile (D20)	Points
RH Leg	01-02	01	6/8
LH Leg	03-04	02	6/8
Hind Q	05-07	03-07	6/12
Fore Q	08-10	08-12	6/12
R Wing	11	13-14	6/8
L Wing	12	15-16	6/8
RF Leg	13-14	17	6/8
LF Leg	15-16	18	6/8
Head	17-20	19-20	6/10

Weapon	SR	Attack%	Damage
Bite	4	50+19	1D6+3D6
Claw	4	50+19	1D6+3D6

Note: Each melee round, a griffin attacks with both claws simultaneously and bites three strike ranks later.

Skills: Dodge 25-2, Scan 70+5.

Armor: 6-point hide.

Gorp
(Chaos amorphous)

These shapeless blobs of putrid tissue ooze along waterways and through ruins, dripping acid and corrosive enzymes. They are amphibious.

A gorp can be killed only by fire or magic. Weapons just pass through the tissue, taking damage from the acid, but doing none. Because of the corrosive nature of the gorp, acid and poison have no effect on it. Non-fiery weapon-enhancing magic (such as Bladesharp or Truesword) do nothing to a gorp. Spells such as Disrupt or Lightning Bolt take normal effect.

If a gorp is slain, noble metals and other indissolvable treasures may (rarely) be found within. However, anyone searching the mess will take acid damage to both hands. Armor may help absorb this.

A gorp attacks by moving next to a victim during a melee round. If the victim fails a Dodge or Jump roll, the gorp envelops him. Anyone attacked by the gorp is enmeshed and corroded for 8 points per round. Armor will protect (until it is eaten away). If the adventurer can still move after the first round, he may try a second Dodge or Jump.

If a Dodge is used, the adventurer may attack as usual in the same round. If the adventurer tries to Jump, though, he may not attack that round. A different agility skill might be substituted, depending upon the situation and the gamemaster.

Griffin
(Gryphus gryphus or G. opinicus)

The griffin is a large flying carnivore with the body of a lion and the head, foreclaws, and wings of a mammoth eagle. They prize horsemeat, live in desert areas and dry mountains.

Griffins are found in family groups of no more than a dozen. They lair in great nests, often placed in caverns or dug into the side of mountains. In combat, a griffin will drop from above, grab a prey, and carry it away, clawing and tearing at it.

Halfling

Characteristics		Average		
STR	2D6	7	Move	2
CON	2D6 + 12	19	Hit Points	12
SIZ	2D3	4	Fatigue	26
INT	2D6 + 6	13		
POW	2D6 + 3	10		
DEX	2D6 + 10	17		
APP	3D6	10-11		

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	0/4
L Leg	05-08	04-06	0/4
Abdomen	09-11	07-10	0/4
Chest	12	11-15	0/5
R Arm	13-15	16-17	0/3
L Arm	16-18	18-19	0/3
Head	19-20	20	0/4

Weapon	SR	Attack%	Damage	PARR%	PTS
Shortsword	7	25 + 9	1D6 + 1–1D4	25 + 12	10
Sling	2/7	25 + 9	1D8	—	—
Rock	2/7	35 + 9	1D4	—	—

Notes: Halflings throwing rocks do a full 1D4 points of damage; this is not reduced by their damage modifier.

Skills: *Agility +12:* Boat 10, Climb 25, Dodge 25, Swim 25, *Communication +4:* Fast Talk 20, Orate 20, *Knowledge +3, Manipulation +9;* Sleight 15, *Perception +8, Stealth +13;* Hide 20, Sneak 30.

Armor: None natural; may wear any.

Magic: Halflings may learn a little magic, but rarely become shamans, priests, or sorcerers.

Horse

Characteristics		Average		
STR	4D6 + 18	32	Move	10
CON	3D6	10-11	Hit Points	22
SIZ	4D6 + 18	32	Fatigue	43
INT	4	4		
POW	3D6	10-11		
DEX	2D6 + 6	13		

Hit Location	Melee (D20)	Missile (D20)	Points
RH Leg	01-02	01-02	2/6
LH Leg	03-04	03-04	2/6
Hind Q	05-07	05-09	2/10
Fore Q	08-10	10-14	2/10
RF Leg	11-13	15-16	2/6
LF Leg	14-16	17-18	2/6
Head	17-20	19-20	2/8

Weapon	SR	Attack%	Damage
Bite	6	40 + 7	1D8
Kick	6	25 + 7	1D6 + 3D6
Rear&Plunge	6	10 + 7	2D6 + 3D6
Trample	6	75	6D6 vs prone target

Notes: A horse may attack once in a melee round. A ridden non-warhorse normally makes no attacks, as described above.

Skills: Climb 10-9, Jump 50-9, Smell Intruder 25-4.

Armor: 2-point hide. Horses can wear special armor made for them, called barding.

Halfling *(Homo minutem)*

Halflings are small, generally stout, humanoids living in temperate climes. They usually live underground or in the sides of hills. They are quite civilized, and dwell in prosperous small villages, though with much underground construction. Their advanced techniques of food storage and cookery are well-known.

Halflings are phlegmatic and avoid conflict. Stifled by such bucolic existence, occasionally a halfling becomes an adventurer. Halflings get along well with humans and may share a village. They also get along moderately well with elves and dwarfs, though they fear and mistrust trolls. There is no great size difference between female and male halflings.

Horse *(Equus caballus)*

There are many horse breeds. Given here is a typical multipurpose horse. A gamemaster may wish to make up special breeds of horses.

Cart horses are animals used as beasts of burden. They may or may not be usable as riding beasts, but may not be compelled to much more than a broken trot, and that over a very short period. Their main function in a battle would be to run away as fast as possible, and no one with any knowledge of horses would attempt to use them otherwise.

Riding horses include nearly everything we think of nowadays as being a horse. A riding horse will not fight unless cornered or engaged in a fight with another horse.

Cavalry horses are trained to stay calm in battle and carry the rider where he wants to go amidst the hubbub of melee. They are not trained to fight. If a cavalry horse were to commence fighting for any reason, the rider would have to make Riding rolls each round to stay on its back. If he made a second successful Ride roll, he could fight as well. Most horses used in battle fall into this category. A good cavalry horse could be trained to fight, in which case it would become a warhorse.

Warhorses are very specialized animals, nearly always geldings. A warhorse will fight in conjunction with the rider. A warhorse must be separately trained in each type of attack. Warhorses will attack footmen in combat, but not usually riders, and only attack other mounts in combat if the rider makes a Riding roll commanding it to do so. Warhorses are mean, and cannot be stabled with other horses without risking a fight. Someone unknown to the horse takes his life in his hands by entering the stall of such a horse.

A horse doing moderate work needs about five kilograms each of grain and fodder, and 20 to 60 liters of water a day. The water needed varies with temperature; an average day requires 24 liters. A hard-working horse needs an additional two kilograms each of grain and fodder.

Certain breeds of horses from the most ancient times were as large as modern horses (excluding massive draft horses). Horse size has not increased over the centuries.

Jack O'bear

Characteristics		Average		
STR	3D6+6	16-17	Move	4
CON	2D6+6	13	Hit Points	15
SIZ	3D6+6	16-17	Fatigue	30
INT	2D6	7		
POW	4D6	14		
DEX	3D6	10-11		
APP	3D6	10-11		

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	3/5 (.33)
L Leg	05-08	04-06	3/5 (.33)
Abdomen	09-11	07-10	3/5 (.33)
Chest	12	11-15	3/6 (.40)
R Arm	13-15	16-17	3/4 (.25)
L Arm	16-18	18-19	3/4 (.25)
Head	19-20	20	3/5 (.33)

Weapon	SR	Attack%	Damage
R Claw	7	25+2	1D6+1D6
L Claw	10	25+2	1D6+1D6
Harmonize	1	automatic	resist MP against MP or be paralyzed

Notes: Each melee round, a jack o'bear may use its Harmonize as well as strike with its claws. It may hit with both claws in the same melee round, three strike ranks apart.

The Harmonize always is resolved on strike rank 1, unless the jack o'bear boosts it, in which case the strike rank is 1 plus the magic points used.

Skills: Hide 60-10, Sneak 60-10.

Armor: 3-point fur and thick head-skin.

Magic: Chaotic Harmonize. A jack o'bear could use other magic if anyone would teach it.

There is a five percent chance that a jack o'bear will have a chaotic feature in addition to its exotic talent.

Lion

Characteristics		Average		
STR	5D6+12	29-30	Move	6
CON	3D6	10-11	Hit Points	19
SIZ	4D6+12	26	Fatigue	19
INT	5	5		
POW	2D6+6	13		
DEX	3D6+6	16-17		

Hit Location	Melee (D20)	Missile (D20)	Points
RH Leg	01-02	01-02	2/6
LH Leg	03-04	03-04	2/6
Hind Q	05-07	05-09	2/9
Fore Q	08-10	10-14	2/9
RF Leg	11-13	15-16	2/6
LF Leg	14-16	17-18	2/6
Head	17-20	19-20	4/7

Weapon	SR	Attack%	Damage
Claw	5	50+12	1D8+2D6
Bite	8	40+12	1D10+2D6
Rake	5	80%	2D8+2D6

Notes: A lion can attack with one claw and one bite each round. The bite will take place 3 strike ranks after the claw. If both connect, it will continue to bite and rake with the hind legs.

Skills: Hide 60-12, Sneak 70-12, Listen 50-2, Scent 50-2.

Armor: 2-point fur; 4-point mane on neck. Lionesses lack the mane.

Jack O'Bear
(Joannursus paralysis)

These are shaggy, wiry monsters with bloated orange heads resembling pumpkins. Jack o'bears normally inhabit mountains and forests. They are chaotic carnivores with an exotic talent not to be sneered at.

Each melee round, in addition to its normal attacks, the jack o'bear can match its magic points vs. those of a foe. If the victim is overcome, he is harmonized—frozen in place and helpless until the jack o'bear dies or the effect is dispelled. The harmonize acts as a 1 point Divine magic spell for purposes of dispelling or blocking.

This exotic talent does not cost the jack o'bear any magic points, though it can be boosted, which does cost magic points. The creature can keep a number of live victims equal to half its POW controlled at once. The jack o'bear cannot voluntarily release a victim.

Lion (Panthera leo)

These big cats hunt arid regions and savannah. They are the most social felines and live in packs known as prides.

Lions cooperate; a pair may frighten prey towards the rest of the pride, for example. A pride is led by a male, who lords it over several lionesses and adolescent lions. Several brothers may rule a pride together. Prides composed entirely of bachelor lions are not uncommon. Lionesses do much of the hunting, but males do some, and fight defensively for the pride.

The statistics below are for male lions. Lionesses have STR 4D6+12 and SIZ 3D6+12. Otherwise, the sexes are identical.

Lizard

Characteristics		Average		
STR	2D6+6	13	Move	3
CON	2D6+6	13	Hit Points	14
SIZ	4D6	14	Fatigue	26
INT	2	2		
POW	2D6	7		
DEX	2D6+3	10		

Hit Location	Melee (D20)	Missile (D20)	Points
Tail	01-02	01	3/4
RH Leg	03-04	02-03	3/5
LH Leg	05-06	04-05	3/5
Hind Q	07-09	06-09	3/6
Fore Q	10-13	10-14	3/6
RF Leg	14-15	15-16	3/5
LF Leg	16-17	17-18	3/5
Head	18-20	19-20	3/5

Weapon	SR	Attack%	Damage
Claw	8	45-6	1D6+1D4
Bite	8	45-6	1D10+1D4

Notes: A rock lizard will attack with a claw until it scores a hit. Then it will hang on with that claw, and bite.

Skills: Hide 25-1, Track 30-7.

Armor: 3 point scales.

Lizard, Rock
(Megasaurus vanium)

These giant lizards live in hills and caves. They are also found in ruined cities. They are carnivorous but cheerfully eat carrion. In their haunts, groups of these reptiles can be seen basking together each morning. They are basically slow, dumb predators and scavengers.

Ogre

Characteristics		Average		
STR	2D6+12	19	Move	3
CON	2D6+6	13	Hit Points	13
SIZ	2D6+6	13	Fatigue	32
INT	2D6+6	13		
POW	2D6+6	13		
DEX	3D6	10-11		
APP	3D6+3	13-14		

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	0/5
L Leg	05-08	04-06	0/5
Abdomen	09-11	07-10	0/5
Chest	12	11-15	0/6
R Arm	13-15	16-17	0/4
L Arm	16-18	18-19	0/4
Head	19-20	20	0/5

Weapon	SR	Attack%	Damage	PARR%	PTS
Any	5+	type+9	type+1D4	type+3	type

Skills: Agility +3, Communication +7, Knowledge +3; Disguise 50, Manipulation +9, Perception +7, Stealth -5.

Armor: May wear any.

Magic: May use any; generally tends towards sorcery or divine magic from evil gods.

Ogre
(Homo anthropophagus)

These ogres resemble Cornish ogres. They are human-sized and formed, though they often have sharp, carnivore-like teeth. They eat all forms of sentient beings, and are essentially malignant. They are very strong, and try to fit into human society. Naturally, ogres must keep their real identities secret, and indulge in their cannibalistic tendencies only in secret or when none can gainsay them.

They can appear very handsome or beautiful and are rare. Female ogres are the same size as the males, and are thus somewhat larger than normal women.

Orc *(Orcanthropus piltdowni)*

Orcs are a swarthy, long-armed, bow-legged species of mountain-dwelling humanoids. Orcs are nocturnal and weaker races of them are Demoralized in daylight. Orcs generally live in rough country such as mountains and poor terrain.

Since orcs are a degenerate form of elf, elves and orcs have a special hate for each other, and feel a racial obligation to battle the other.

The several varieties of orcs differ in size, strength, and resistance to daylight. The weaker races breed faster than the stronger ones, and often are, in fact, slaves of stronger orcs. Even the largest orcs are smaller than a large man, though they may be much stronger. Innate orcish traits include brutality and cannibalism.

The orc statistics given below are for an intermediate race of orcs. Smaller races would have a STR of 3D6 and SIZ of 2D6 while larger ones would have a STR of 5D6, CON of 3D6+3, and SIZ of 2D6+4. Otherwise, all races are identical.

Skeleton

Animated skeletons are magical artifacts, not true undead. To create such a horror requires that an enchantment be performed over a corpse or skeleton. Each point of current POW placed into the skeleton gives it 1D6 STR or 1D6 DEX (specified when enchanted). To be capable of normal movement, the skeleton must have a STR equal to at least half its SIZ. It also must have sufficient STR to wield any weapons the creator gives it. The skeleton's chance to hit with any weapon equals to its DEX ×5%.

The corpse need not be skeletal when the ritual is performed, but the processes of putrefaction continue regardless of the ritual, and within a year or so all flesh rots off the body. At that point the skeleton is animated and is subject to its creator's orders. It obeys as literally and as completely as possible.

Orc

Characteristics		Average			
STR	4D6	14	Move		3
CON	3D6	10-11	Hit Points	*	10
SIZ	2D6+2	9	Fatigue		25
INT	3D6	10-11			
POW	2D6+3	10			
DEX	4D6	14			
APP	2D6	7			

Hit Location		Melee (D20)		Missile (D20)		Points
R Leg		01-04		01-03		4/4
L Leg		05-08		04-06		4/4
Abdomen		09-11		07-10		4/4
Chest		12		11-15		4/5
R Arm		13-15		16-17		4/3
L Arm		16-18		18-19		4/3
Head		19-20		20		4/4

Weapon	SR	Attack%	Damage	PARR%	PTS
Scimitar	8	25+7	1D6+2	25+7	10
Comp. Bow	3/9	25+7	1D8+1	—	7
Spear	8	25+7	1D8+1	25+7	8
Mdm Shield	—	—	—	25+7	12
Knife	9	30+7	1D4+2	30+7	6

Skills: *Agility* +7, *Communication* +0, *Knowledge* +1, *Manipulation* +7; Conceal 20, *Perception* +2; Track 20, *Stealth* +5; Hide 20, Sneak 20.

Armor: None natural. Usually wear at least ringmail and open helm (4 points).

Magic: Because of the convoluted and treacherous orcish social system, the few orcs who manage to learn powerful magic teach little of it to their fellows. All orcs use sorcery.

Skeleton

Characteristics		Average		
STR	3D6	10-11	Move	3
SIZ	2D6+6	13	Magic Points	2D6
DEX	3D6	10-11		

Hit Location		Melee (D20)		Missile (D20)		Points
R Leg		01-04		01-03		0/1
L Leg		05-08		04-06		0/1
Abdomen		09-11		07-10		0/1
Chest		12		11-15		0/1
R Arm		13-15		16-17		0/1
L Arm		16-18		18-19		0/1
Head		19-20		20		0/1

Weapon	SR	Attack%	Damage	PARR%	PTS
Broadsword	7	45 to 60	1D8+1	45 to 60	10
2-H Spear	6	45 to 60	1D8+1	45 to 60	8
Bow	3/9	45 to 60	1D6+1	—	5
Mdm Shield	—	—	—	45 to 60	12

Skills: Dodge DEX ×5%.

Armor: As provided.

The skeleton's creator may put magic points into it upon creation. A skeleton cannot cast magic, but its magic points can resist spells.

▼

Skeletons lack CON, INT, and POW. Each hit location has 1 point of armor per +D6 of damage modifier that the skeleton has. When a skeleton is hit through its armor, the struck location shatters. It can be repaired through normal use of spells or by splinting it with Devise. Breaking a skeleton does not destroy the Enchantment involved in its creation, and once it is fixed (or a Repair spell cast), it will once again animate.

A skeleton will keep on fighting till hacked to bits. If the abdomen is destroyed, both legs are lost as well. If the chest is destroyed, the entire skeleton falls apart. If the head is destroyed, the skeleton becomes functionless. Skeletons can wear armor to help defend their brittle bones.

Skeletons take no damage from thrusting weapons, unless the hit was an impale or critical hit.

Skeletons move at the same speed they did in life, but cannot fly or swim (if they could when alive). They have no fatigue points and never tire.

The sample skeleton described below has had 3 current POW expended on STR and 3 current POW expended on SIZ.
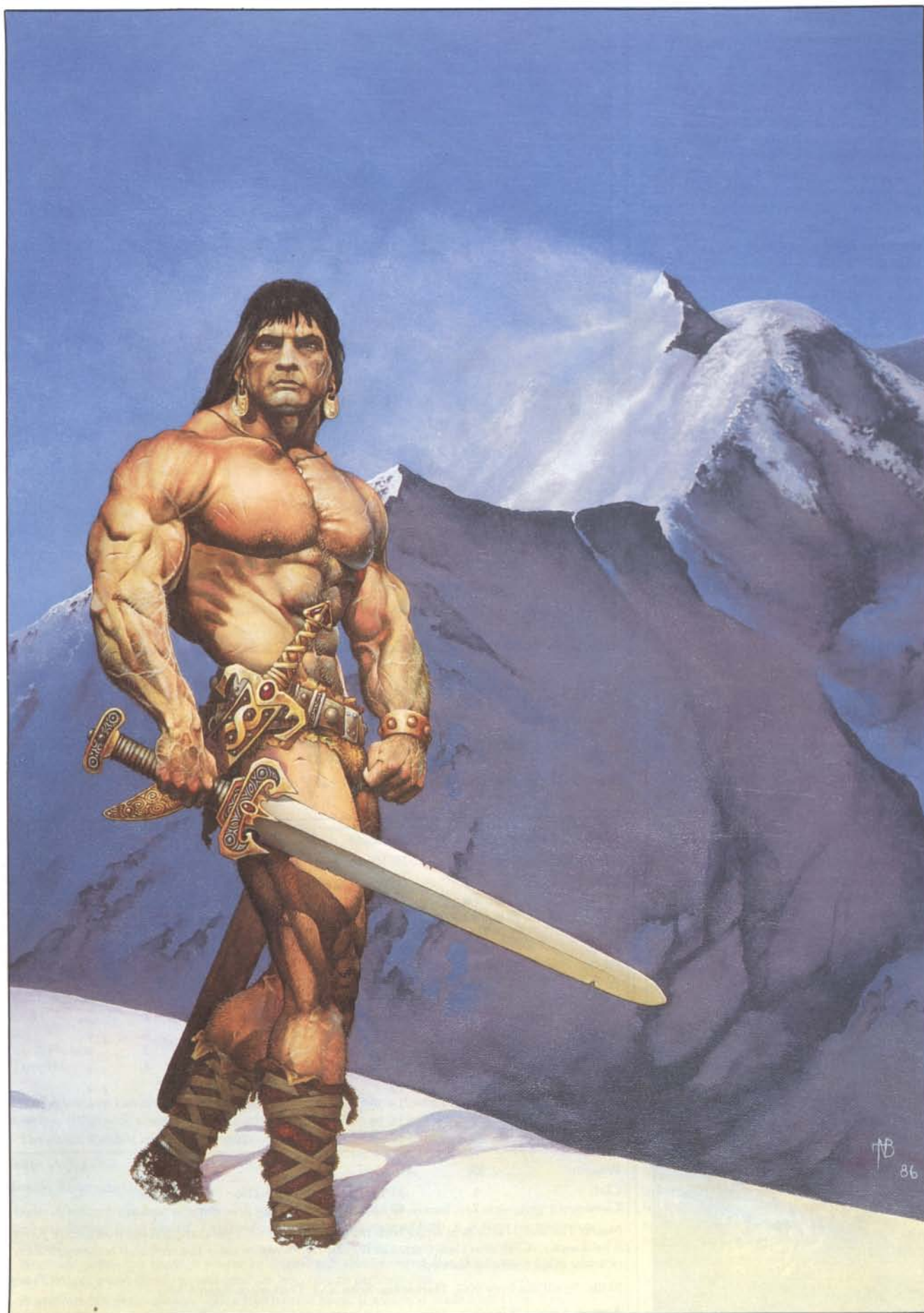
Spell Spirit

Spell spirits possess only INT and POW. Their INT is restricted: it may hold only one spirit magic spell and nothing else. It is not used for rational thought of any sort. Spell spirits have fixed INT equal to the points in their spell, and POW at least equal to their spell's points. Frequently, it has POW higher than this minimum.

A spell spirit may not initiate spirit combat. If it has sufficient magic points, it may cast its spell more than once.

Spell spirits have an automatic 100% chance of casting their spell, no matter what their POW. Spell spirits match their magic points against those of their target; figure normally the chances for an offensive spell's success.

If a spell spirit is engaged in spirit combat and reduced to zero magic points, the victor may force the spirit to yield its spell to him. Thus, the spirit's conqueror learns a new spell. The spell spirit is left functionless and void, and, if released, will rapidly migrate back to the eternal Source of its spell, where it will regain its magic. Thus recharged, it re-enters the spirit plane.

On the other hand, if the spirit reduces its attacker to zero magic points, it will possess him. The spirit is incapable of operating a body, so the possessed individual will be effectively comatose, incapable of eating, thinking or acting until the spirit is exorcised.

Troll, Cave
(Styganthropus mutans)

Cave trolls are huge deformed humanoids with rough green-black hide, hairy shoulders and arms, and long claws. They dwell in mountains and forests, making their dens in caves. Cave trolls gather in small family groups and wear rude clothing made of hides. They have a keen sense of smell and use the same sonar-like Darksense as dark trolls.

Cave trolls have the ability to regenerate. They heal 1 hit point of damage in each location per melee round, unless the troll is dead. Damage taken under sunlight or done by fire does not regenerate in this manner.

Cave trolls are nocturnal and carnivorous. An average cave troll stands 2.5+ meters (8 feet) tall.

Spell Spirit

Characteristics		Average		
INT	as per spell	varies	Move	equal to POW
POW	3D6	10-11		

Note: POW must at least be equal to point value of spell.

Cave Troll

Characteristics		Average		
STR	3D6 + 12	22-23	Move	3
CON	2D6 + 6	13	Hit Points	20
SIZ	4D6 + 12	26	Fatigue	36
INT	2D6	7		
POW	2D6	7		
DEX	2D6 + 3	10		
APP	1D6	10		

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	3/7
L Leg	05-08	04-06	3/7
Abdomen	09-11	07-10	3/7
Chest	12	11-15	3/9
R Arm	13-15	16-17	3/6
L Arm	16-18	18-19	3/6
Head	19-20	20	3/7

Weapon	SR	Attack%	Damage	PARR%	PTS
Club	4	25+4	1D10+2+2D6	25-9	12
Claw	7	40+4	1D6+2D6	—	—

Notes: The usual tactic is to strike with the club then hit with the claw, but the troll cannot parry if he does so. (Club plus claw counts as regular two-weapon use.) The troll club is the equivalent of a war maul used one-handed.

Skills: Smell out Prey 50-2, Darksense/Scan 50-2, Darksense/Search 50-2.

Armor: 3-point skin.

Dark Troll

Characteristics		Average		
STR	3D6+6	16-17	Move	3
CON	3D6	10-11	Hit Points	15
SIZ	3D6+8	18-19	Fatigue	27
INT	2D6+6	13		
POW	3D6	10-11		
DEX	3D6	10-11		
APP	3D6	10-11		

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	5/5
L Leg	05-08	04-06	5/5
Abdomen	09-11	07-10	5/5
Chest	12	11-15	5/6
R Arm	13-15	16-17	5/4
L Arm	16-18	18-19	5/4
Head	19-20	20	5/5

Weapon	SR	Attack%	Damage	PARR%	PTS
Club	6	25+8	1D10+1D6	25-4	10
Sling	3/9	25+8	1D8	—	—
Maul	5	20+8	2D8+1D6	20-4	16
Large Shield	—	—	—	25-4	16

Skills: *Agility* -4; Ride 00, Swim 05, *Communication* +5, *Knowledge* +3, *Manipulation* +8, *Perception* +5; Listen 35; Darksense/Search 25, Darksense/Scan 25, *Stealth* -9; Hide 20; Sneak 20.

Armor: 1-point skin; may wear any armor (the hit location table assumes ringmail armor and helm).

Magic: All magics are available to trolls. Because trolls are connected with the element of darkness, they excel in darkness-connected magics.

Unicorn

Characteristics		Average		
STR	2D6+24	31	Move	11
CON	2D6+6	13	Hit Points	19
SIZ	2D6+18	25	Fatigue	44
INT	2D6+6	13		
POW	2D6+12	19		
DEX	2D6+6	13		
APP	4D6	14		

Hit Location	Melee (D20)	Missile (D20)	Points
RH Leg	01-02	01-02	0/6
LH Leg	03-04	03-04	0/6
Hind Q	05-07	05-09	0/9
Fore Q	08-10	10-14	0/9
RF Leg	11-13	15-16	0/6
LF Leg	14-16	17-18	0/6
Head	17-20	19-20	0/7

Weapon	SR	Attack%	Damage	PARR%	PTS
Horn	4	60+16	1310+2D6	60-2	14
Kick	6	25+16	1D8+2D6	—	—
Rear & Plunge	6	25+16	2D8+2D6	—	—
Trample	6	75	4D6 to downed foe	—	—

Notes: A unicorn can attack once a round, preferring the horn. A unicorn can parry with the horn as well as either kick or gore simultaneously.

The unicorn's horn is capable of impaling, and, due to its length, has a base strike rank of 1.

Skills: Dodge 30-2, Scan 75+10, Search 75+10.

Armor: None natural.

Magic: A unicorn can heal wounds with its horn by touching the wound and expending 1 magic point per damage point healed. This healing can reattach a severed limb, if at least six points are expended.

Attribute points lost through poison or disease can also be cured, but this takes a point of current POW per point cured, so unicorns are reluctant to perform this.

A unicorn can detect poison with a touch of its horn. If a horn is made into a cup it will shatter if poison is placed into it.

Troll, Dark
(Styganthropus uzko)

A race of ancient beings including both gigantic and dwarfed forms. They inhabit caves, subterranean dwellings, and waste places. Trolls are noted for their voracious appetites.

Dark trolls stand a little over 2 meters (6.5 feet) tall and weigh around 130 kilograms (290 lbs). They have snouted faces, tusks, and dark gray or mottled skin. Their bodies tend towards a muscular obesity, accented by a posture normally crouched and ready for action.

Trolls live in ramshackle villages in gloomy troll lands. Hunting trolls may range deep into human territory. Dark trolls are nocturnal, and have a sonar sense called Darksense used to make their way in the dark. This sense works in a fashion similar to that of bats and dolphins.

Stats given below are for male dark trolls. The females, who rarely need to leave their dwellings, have 3D6+10 SIZ.

Unicorn
(Unicornus sylvanus)

The unicorn is a cloven-hoofed beast with a horse-like body and head, a long, rather leonine tail, and a single spiral horn springing from the center of the forehead. Unicorns are nearly always white.

They live only in verdant forests, and are solitary. They are intelligent, live forever unless killed, and get along well only with virgin female humans and elves.
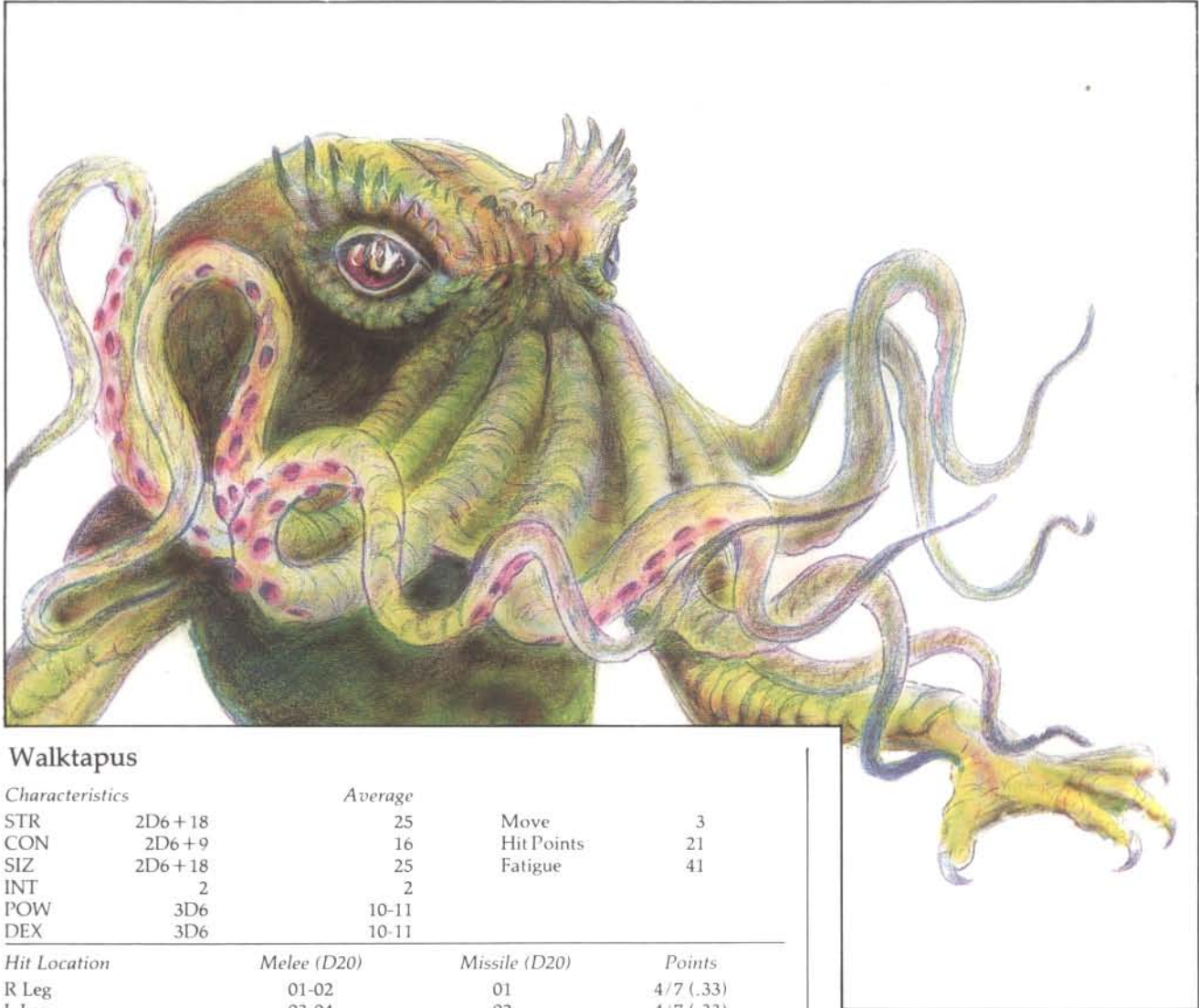
Walktapus

Characteristics		Average		
STR	2D6+18	25	Move	3
CON	2D6+9	16	Hit Points	21
SIZ	2D6+18	25	Fatigue	41
INT	2	2		
POW	3D6	10-11		
DEX	3D6	10-11		

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-02	01	4/7 (.33)
L Leg	03-04	02	4/7 (.33)
Abdomen	05	03-04	4/7 (.33)
Chest	06	05-07	4/9 (.40)
R Arm	07-08	08	4/6 (.25)
L Arm	09-10	09	4/6 (.25)
Tentacle 1	11	10	4/6 (.25)
Tentacle 2	12	11	4/6 (.25)
Tentacle 3	13	12	4/6 (.25)
Tentacle 4	14	13	4/6 (.25)
Tentacle 5	15	14	4/6 (.25)
Tentacle 6	16	15	4/6 (.25)
Tentacle 7	17	16	4/6 (.25)
Tentacle 8	18	17	4/6 (.25)
Head	19-20	18-20	4/9 (.40)

Weapon	SR	Attack%	Damage
Tentacle	6	40+1	2D6
Constrict	1	Auto	2D6
Gas Cloud	1	Auto	Poison: POT=CON

Note: Each round, the walktapus attacks with up to four tentacles simultaneously, doing damage equal to the monster's damage modifier.

If two or more tentacles strike the same victim, they will hang on and constrict, each doing damage every round. Armor protects only until its armor points are overcome, then it is broken through.

The gas cloud has a potency equal to the walktapus' CON. All those within its 3m radius must try to hold their breath (as per suffocation rules). If the gas is inhaled, the gas is immediately harmful — if the victim's CON is overcome, he takes damage equal to the gas' full potency. If he resists, he still takes damage equal to half the gas' potency. Each round that more gas is inhaled, the victim must attempt to resist again.

Armor: 4-point skin.

Magic: Regeneration, poison gas.

Walktapus
(Malapsyche hybridus)

This extremely chaotic race have human-like bodies, with heads resembling large, entire octopi. A walktapus can attack with all eight tentacles at once, using the human arms for balance. It can attack up for four foes simultaneously, and also can squirt out a poisonous gas cloud, similar to the effect of an ink-squirting octopus.

Walktapi also have the chaotic ability to regenerate damage. Not only do their wounds heal, but every body portion severed from the parent organism eventually creeps back together, to reform the walktapus. Not even fire will permanently affect this, though it will slow down the growth rate by a factor of 10. Walktapi may be permanently destroyed only by powerful magic, or complete destruction, such as dissolution in acid.

The regrowth rate of walktapus is only 1 hit point per full turn; if one was dismembered, the survivors could leave it behind, and it would not bother them again unless they passed the same way hours later.

Walktapi are amphibious, and breathe perfectly underwater. They do not like dry climates.

Werewolf

Characteristics		Average		
STR	3D6(×2)	10-11(20-22)	Move	3(7)
CON	3D6	10-11	Hit Points	12
SIZ	2D6+6	13	Fatigue	21(32)
INT	2D6+6(×1/2)	13(7)		
POW	3D6	10-11		
DEX	3D6	10-11		
APP	3D6	10-11		

Man form

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	0/4
L Leg	05-08	04-06	0/4
Abdomen	09-11	07-10	0/4
Chest	12	11-15	0/5
R Arm	13-15	16-17	0/3
L Arm	16-18	18-19	0/3
Head	19-20	20	0/4

Wolf form

Hit Location	Melee (D20)	Missile (D20)	Points
RH Leg	01-02	01-02	1/3
LH Leg	03-04	03-04	1/3
Hind Q	05-07	05-09	1/5
Fore Q	08-10	10-14	1/5
RF Leg	11-13	15-16	1/3
LF Leg	14-16	17-18	1/3
Head	17-20	19-20	1/4

Weapon	SR	Attack %	Damage
Bite	8	50+4	1D8+1D4

Note: The common tactic is to knock down a foe and then attack him when prone.

Skills: Sneak 50-3, Scan 50-1, Search 50-1, Track 50-1.

Armor: 1-point fur, plus immunity to most weapons.

Wolf

Characteristics		Average		
STR	2D6+6	13	Move	7
CON	3D6	10-11	Hit Points	11
SIZ	2D6+3	10	Fatigue	24
INT	5	5		
POW	3D6+6	10-11		
DEX	2D6+10	17		

Hit Location	Melee (D20)	Missile (D20)	Points
RH Leg	01-02	01-02	2/3
LH Leg	03-04	03-04	2/3
Hind Q	05-07	05-09	2/5
Fore Q	08-10	10-14	2/5
RF Leg	11-13	15-16	2/3
LF Leg	14-16	17-18	2/3
Head	17-20	19-20	2/4

Weapon	SR	Attack %	Damage
Bite	7	25+5	1D8

Skills: Dodge 25+9, Track 80-3.

Armor: 2-point fur.

Werewolf
(Homo lycanthropus)

No one knows whether werewolves are humans who turn into wolves, or wolves which transform into humankind. Whatever the truth, a werewolf takes on the strength and senses of the wolf at the expense of intelligence. Lycanthropes can change form at will, taking 1 melee round to do so. On nights of the full moon, a lycanthrope must change to beast form.

Contrary to popular folklore, the bite of a lycanthrope does not ordinarily transmit the shape-changing ability.

In wolf form, werewolves are immune to most damage, which simply bounces off. Only magic, fire, or pure metals such as silver will harm them. If an ordinary steel sword with a Bladesharp 3 spell were used on a werewolf, only the Bladesharp would do damage. The werewolf's skin armor would help to neutralize even this. If the whole blade were enchanted, such as with a Truesword or Fireblade, the entire damage rolled (except for any damage bonus) would count. Poison will affect a lycanthrope, if the skin of the creature is penetrated. Werewolves need oxygen, as do most other living things, and can be asphyxiated or drowned.

The characteristic numbers in parentheses represent the lycanthrope's statistics when in animal form. There are two hit location tables given for the werewolf. One is for use in human form, the other for wolf form.

Wolf *(Canis lupus)*

Wolves hunt in packs ranging from under a dozen individuals up to 40 or more. If too many wolves are killed or wounded in a fight, the pack will slink off, unless starved.

Wolves fight cooperatively. Several wolves may attack the same target, ensuring that most of them will not be parried or dodged. Or one or two large wolves may attempt to knock the target down—when he falls over, a bunch of wolves rush to worry him while he is down.

Wolves hunt in mountains and northern forests. Wolf packs may be led by one or more werewolves. Such packs are more likely to attack humans, a feat usually only attempted by normal wolves when very hungry or the human is injured.

Large dogs have statistics similar to those of wolves.
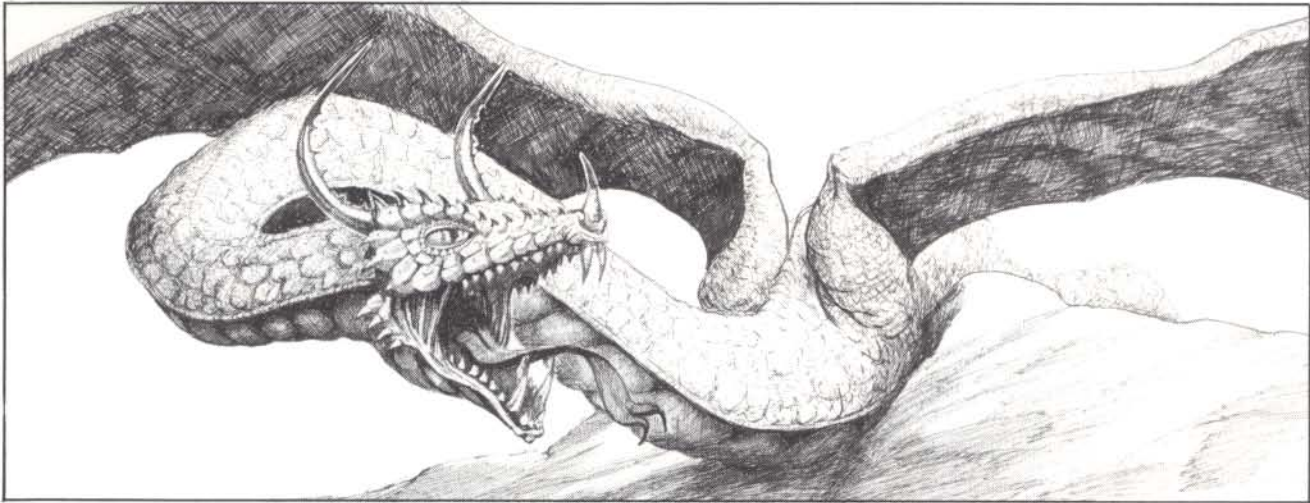
Wyrm
(Vermidraco tarbus)

Wyrms are gigantic, legless, winged rep-tiles. Their bony armor and draconic head show a relationship to dragons.

Wyrms live on plains, steppes, and mountains. They are not comfortable in a forest's confines, though they sometimes hunt along the fringes. Wyrms usually hunt alone, though sometimes a small group of wyrms will join together for special purposes.

A newly-hatched wyrm starts out at 3D6 SIZ and STR (about 2 meters or 6-7 feet long) and grows at the rate of 1D6 per five years until it reaches the age of 35, when its growth greatly slows. After 35 (at which point it has reached a length of about 9 meters or 30 feet), it continues to grow at the rate of +1D6 SIZ and STR per 50 years. Wyrms may live for hundreds of years.

The statistics below are for a wyrm between the ages of 35 and 80.

Wyrm

Characteristics		Average		
STR	10D6	35	Move	2/5 flying
CON	3D6 + 12	22-23	Hit Points	29
SIZ	10D6	35	Fatigue	58
INT	3D6	10-11		
POW	3D6 + 6	16-17		
DEX	1D6	3-4		

Hit Location	Melee (D20)	Missile (D20)	Points
Tail	01-04	01-03	9/10
Abdomen	05-08	04-08	9/10
Chest	09-12	09-14	9/12
R Wing	13-14	15-16	9/8
L Wing	15-16	17-18	9/8
Head	17-20	19-20	9/10

Weapon	SR	Attack %	Damage
Bite	7	50 + 5	1D10 + 3D6
Tail Lash	7	25 + 5	1D6 + 3D6

Note: A wyrm can attack once per round. It cannot attack ground targets without landing.

Skills: Scan 40 + 12.

Armor: 9-point scales.

Magic: Wyrms can know a variety of spells, usually either spirit magic or sorcery.

Wyvern
(Dracopterus pelorus)

Wyverns are relatives of dragons. They have two legs, two wings, no forelimbs, and a long tail equipped with a venomous sting. The tail can reach around the wyvern to the front to hit an enemy. Wyverns live in hills and open forests. A typical wyvern is as big as a good-sized horse.

Wyvern

Characteristics		Average		
STR	4D6 + 12	26	Move	2/8 flying
CON	2D6 + 12	19	Hit Points	25
SIZ	2D6 + 24	31	Fatigue	45
INT	2D6	7		
POW	3D6	10-11		
DEX	2D6 + 6	13		

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-03	01-02	7/9
L Leg	04-06	03-04	7/9
Abdomen	07-08	05-07	7/9
Chest	09-11	08-13	7/11
Tail	12	14	7/9
R Wing	13-14	15-16	7/7
L Wing	15-16	17-18	7/7
Head	17-20	19-20	7/9

Weapon	SR	Attack %	Damage
Bite	6	40 + 8	1D10 + 3D6
Sting	9	60 + 8	1D6 + 3D6

Note: The wyvern will both bite and sting in the same round, against one or two opponents. The attacks take place 3 strike ranks apart.

Armor: 7-point skin.

Magic

This book includes three compatible perspectives or approaches to the employment of magic. These approaches differ fundamentally only in the perceptions of the users. Which is the "true" way is for you to decide. By constructing parallel magic systems, all of the familiar traditional and literary magical stances and devices could be simulated by game mechanics. Normally the procedures, terminology, and root magics of the approaches are identical, though the tactical powers and spells of the approaches differ.

RuneQuest presents three distinct ways to conceive of magic: spirit, divine, and sorcerous. Each perspective harnesses magical energies in its own way. Practitioners of the methods stemming from each perspective admit the reality and power of other viewpoints and procedures but it is difficult to specialize in more than one type of magic: performing different magics requires conceptualizations too divergent to be very compatible in the same mind.

The Three Perspectives

In *RuneQuest*, all magic shares certain traits. Importantly, it deals with the spirit plane (also called the invisible world, or otherworld). This alternate plane of existence is the realm of spirits, magic, and the dead. Practitioners of magic choose a certain way to look at the invisible world and to live with it. The rest of this section explains the three perspectives provided for in the *RuneQuest* rules.

The Questions

Since the beginning, basic questions have plagued every intelligent mortal. The three approaches to magic are each a way of answering these questions. Your adventurers, of course, will never have read a copy of *RuneQuest*, but they will have asked these questions sometime during their lives. The basic questions are:

1. Where did the world come from?
2. Where did we come from?
3. Why do we die?
4. What happens after we die?
5. Why am I here?
6. How do I do magic?
7. How do we explain the existence of the other cultures? (Usually, two of the following three questions are asked: Who are the gods and priestesses? What are sorcerers? What are spirits and shamans?)

The following sections are answers to the questions from points of view of the shaman (spirit magic), the priestess or priest (divine magic), and the sorcerer (sorcerous magic). The divine magic portion is written from a priestess's perspective, but could as well be by a priest about a male deity.

The Shaman's Answers

"In the beginning the Great Spirit made everything. He made the Earth Mother and the Sky Father, keepers of the life force, and all of the spirits which live there. He made people, animals, and plants as well.

"At first all was confused, but after a time the Horned Man taught people to dance and sing with the rhythms of nature. Tribes were made, speech was invented, and Trickster stole fire for mankind.

"Nothing in the world died, and after a time there was too much overcrowding. People lived in huts stacked atop each other and ate each other's children. Finally the Horned Man taught everyone a new dance, and people began to die.

"This was not a bad thing, but the Bad Man fooled everyone into being afraid of death. They forgot part of their dance, and so they grew fearful. Now everyone who does not understand his part in the rhythm of the universe is afraid.

"In the dance of your life you will put on many clothes, and take off many. First you put on the loincloth of adolescence, then the jerkin of adulthood, and finally the cloak of age which weighs men down. In your life you will take off the ignorance of childhood, the inexperience of youth, and the uncertainty of adulthood.

"Then one day you will remove the cloak of your body and wake up in the Spirit World. If your spirit is healthy you will be like a hero and warrior, but if your spirit is unhealthy you will become like a rabbit which runs before the wolves of the Bad Man.

"You are a part of the Great Spirit, just as each insect or leaf or speck of dirt is a part of the Great Spirit. You are here, but no one can tell you why except the Great Spirit. You must find that out yourself through the quest of your life.

"I am a shaman, trained and experienced in the way of the spirits. When you study my magic you meet spirits—other portions of the Great Spirit—who will share their secrets with you. The methods they teach let you muster your own inner reserves of the life force and send it into the world to do your bidding. If you are blessed, you may discover your own true inner nature and be a shaman, too.

"The gods are the most powerful spirits we will meet. They are the keepers of the life force, the teachers. Anyone who seeks the shaman's path will one day meet them and learn some secrets. We call them the Great Spirit, Earth Mother, Father Sky, Horned Man, and Bad Man. Only shamans can understand them fully. Priestesses and priests are the mere slaves of these powerful spirits.

"Sorcerers are powerful magicians who have lost contact with the Great Spirit, and have thus no access to the pure magic. They spend many years learning terrible arts which do not seem dangerous to them, but which shrivel their souls. When they die, their souls are like ashes."

The Priestess's Answers

"In the ancient days the world was made by many deities. Each made a section (although our Goddess had a special portion). This way the Sun God made the Sun, the Earth Goddess made the Earth, and so on.

"Then we were made by the Goddess. She chose us above all others, and guided us with her powers and knowledge. She taught us her secrets so that we could serve her better.

"Death was imposed on us by the Bad Gods. They brought death and darkness, cold and violence. When our Goddess and people engage in such deeds, we do it only for good purposes.

"The good and blessed among us follow in the ways of our Goddess and are rewarded by joining her after death. The wicked and evil are banished to the realms of the Bad Gods, where vile things prey on them forever.

"We are here to serve the Goddess as best we can, in our individual ways. Each of us has a place in Her scheme. Study what the priestesses say and you will discover the meaning of your life.

"I am favored by the Goddess. I am a priestess, a leader wise in the ways of magical power. I know how to say the prayers and perform the sacrifices which please the Goddess so that she gives me Her own power. I am a vessel filled with Her magic, ready to use it for Her glory. If you worship the Goddess I will teach you how to become one with Her. Then you will be able to call a portion of her power to earth to do your bidding.

"Other deities exist, and some are friendly to our Goddess. As with all of creation, the creatures which live in harmony with our Goddess are good, and benefit from the contact. Those who do not are neutral, careless, or weak. Yet other deities exist, the Bad Gods. The Bad Gods and those who are neutral, careless, or weak and suffer from their ignorance of the ways of good, despite their sometimes immense power and misguided popularity.

"Sorcerers are selfish magic users who have no moral values and no respect for life.

"Spirits are the followers of deities who do not conform to the harmony of our Goddess and have thus lost the path to eternal fulfillment. Many such lost spirits are neutral and insignificant, wandering aimlessly about the spirit plane. Others are truly evil, damned by the Goddess for all time.

"Shamans capture lost neutral and evil spirits to do their bidding. Shamans can no longer hear the song of the Goddess, and the spirits of shamans' become lost at death."

The Sorcerer's Answers

"The creation of the world resulted from natural, organic growth, self-generated from prehistoric interactions of mystical forces. Those interactions still continue, resulting in the daily world that we recognize as the mundane plane.

"Our species is the penultimate form of existence, risen from the raw material of creation through a process guided by natural laws and impersonal forces.

"Death is a natural process of the mundane world. Everything changes its form and matter through participation in the life process. All living things die.

"After we die, only the weak-willed among us face oblivion. Those enlightened ones, who learn to understand and master their place in the world, will be able to maintain their life indefinitely without fear of disease or death. Powerful sorcerers can even retain their identity after physical death, despite the spirit plane and jealous gods.

"If you die, the natural matter of the body decomposes to fertilize the growth of new things, fulfilling one of the normal physical cycles of the world. The magical matter of the spirit decomposes after death to fertilize the normal magical cycles of the world. You can understand and master these natural cycles through observation and study of natural processes. This study takes years of work.

"It is possible for a person to break the restrictions of mortal life on the mundane plane through rigorous self-discipline and constant study. We are here to master ourselves, to master our environment, and to help others master themselves.

"I am a sorcerer, wise and experienced in the physical laws of the world and in the ways of magic. I have learned and developed my skills myself and I depend on no one else to make them work. If you study with me I will teach you how to use your innate power to manipulate the natural laws of the world to your own ends, making the world your slave.

"The gods are great and powerful creatures of a bygone age who enslaved the minds and souls of weak mortal peoples before history began. They are dangerous, for they wish to take from mankind and return only what they wish. Each god is limited in knowledge and, therefore, has weak, vulnerable places.

"Priests or priestesses are the leading slaves of the various gods. Worshipers are the pawns of the gods and the lackeys of the priesthood.

"Spirits are a lowly, mindless form of life incapable of independent action, identity, or individuality. Spirits are usually unimportant to a sorcerer, though an individual spirit's power may grow to become great and dangerous. A shaman is one who doesn't fully understand his powers, and is therefore misled to follow spirits rather than striving to master them as we can."

The Planes

The universe contains many planes. A plane is a level, portion, or dimension of the total reality. Each plane is discreet, with well-defined borders. Creatures live on the various planes, but rarely travel from one plane to another. A creature on one plane ordinarily cannot interact with a creature on another. Mythologies speak of many planes. Planes other than the mundane are collectively called the otherworld or the invisible world.

The Mundane Plane

Mortal intelligence and experience occur on the mundane (or physical) plane. *RuneQuest* adventurers live and adventure on the mundane plane and normally have little or no contact with other planes. A priest's, shaman's, or sorcerer's life borders on the invisible world.

The Spirit Plane

This is the place of disembodied spirits. It is where the dead go and where nature's spirits sleep in winter. In this shapeless, dreamlike place where threatening things seem to materialize out of the ether and mist. The spirit plane is contiguous with (but invisible to) every point of the mundane plane.

God Plane

This is the home of the gods, also called the hero plane. It resembles the mundane plane, but it is in every way more dangerous and extraordinary, whether in beauty, in horror, or in love. This world of extremes is the place where priests and initiates go after death.

On this plane are great pools of creative material from which were made the primal oceans, ancient mountains, first skies, and so on of the mundane world. From these pools come elementals.

Otherworld Creatures

The living things with which we are familiar are natually corporate, having a physical body. And in the mundane world everything which we know has substance.

A creature is discorporate when it lacks SIZ. Many otherworld creatures form temporary bodies, such as a ghost which regularly appears, or a nymph which turns visible and substantial when needed or desired. Most spirits remain permanently discorporate.

When a discorporate creature is on the spirit plane, it is normally incapable of interacting with the mundane plane, for there is no natural communication or travel between the two. On the spirit plane, spirits can interact only with things which they can perceive on their own plane, just as mundane creatures interact only with other mundane plane creatures.

But a spirit may know special spells or possess special abilities, useful for casting spells, initiating spirit combat, or communicating with the mundane plane. Most spirits naturally have the ability to form a shimmery appearance on the mundane plane.

Magical Procedures and Concepts

The following section establishes ideas and procedures common to all the magical approaches in *RuneQuest*.

Spirit Combat

Spirit combat occurs only when one or both combatants are discorporate (even though they may be visible). It is used to learn spells (from certain types of spirits), to destroy magic points and possibly to possess or capture the victim, or to engage in other types of hostile activities (usually to covertly do damage or possess).

Spirits ordinarily do not engage in spirit combat with living creatures. It is against their nature to do so; many otherworld creatures are incapable of initiating spirit combat.

Before spirit combat can occur, even in extraordinary or supernatural conditions, one combatant must be discorporate and have the ability to engage in spirit combat. Only the discorporate spirit can initiate spirit combat. If attacking a mundane creature, the attacker must make itself visible on the mundane plane at least one full melee round before attacking. If both combatants are on the spirit plane, then the attacker does not suffer the one melee round delay.

Once initiated, spirit combat cannot be disengaged until both parties agree to do so, or until one of the parties has no chance of success on the resistance table. (This occurs if one spirit, wraith, etc., has 10 magic points more than its opponent.) In such a case the greater power may ignore the lesser completely, or engage it, as desired. The lesser party has no such choice.

Spirit Combat Procedure

The attacker matches his magic points against the defender's magic points or appropriate characteristic. Both make a roll on the resistance table.

If both succeed, both lose 1D3 magic points. If only one succeeds, the other loses 1D3 magic points. If neither succeeds, no result occurs that melee round.

If the magic points of an embodied spirit (a spirit which is linked to a physical body) ever equal zero, then the body is open to possession. If the magic points of a disembodied spirit (a spirit which is unlinked to a physical body) ever reach zero, then it will be open to capture or binding. Spirits do not fall unconscious due to loss of magic points. They become very susceptible to spells.

Weapons cannot be used to combat attacking spirits even if the weapons have weapon-enhancing magic cast upon them. An adventurer caught in spirit combat can cast spells if his player succeeds in making a concentration roll. Spells affecting INT or POW are effective against most kinds of spirits.

Possession

When an otherworld creature inhabits the body of a mundane plane being, that being is possessed. There are two kinds of possession.

Dominant Possession: In this form, the identity (the INT and POW) of the original owner is suppressed by the possessor and imprisoned within the body beyond normal reach, communication, or action. The possessed cannot regain magic points or heal the body. The possessor controls the body. While it controls the body, it normally has only beginning percentage chances in skills. Examples of dominant possession include demonic possession, insanity, and others.

If magically viewed, the aura of a possessed being has the shape of the possessor's natural aura. The entrapped soul will be visible as an ugly smudge within the aura of the possessor.

Dominant possession can occur when a creature's magic points are reduced to zero during spirit combat.

Covert Possession: The possessing creature exerts no influence upon the actions or consciousness of the natural owner of the body, but shares the physical form. Examples include disease spirits, sendings, emotional spirits, and hauntings (including bad memories and dreams).

If magically viewed, the aura of a being suffering covert possession appears cloudy where the two spirits overlap.

Covert possession occurs when a spirit attacks a characteristic, not magic points. Requirements for success vary with the type of spirit. The possessed person cannot expel the possessor once magic points have returned to normal. The possessor can only be exorcised by another spirit.

Curses

In much of fantasy literature, a curse visits revenge upon a hated enemy. In *Rune-Quest*, a curse is defined as the malicious sending of an otherworld creature or a long-duration spell to attack and discomfort a target. Treat curses as variants of the two types of possession.

Cormac's Saga

In the wilderness, Cormac, Signy, and Nikolos spy an abandoned farmhouse a kilometer distant. Their only care is for a roof to guard against the impending storm.

While Signy and Nikolos search outside, making sure that this haven is secure, Cormac enters the ruined farmhouse, apparently attacked and burned by a band of marauding broos. Unbeknownst to Cormac, the nasty broos bound a ghost to the skull of one of their victims, and the spirit now haunts the charred rubble. The spirit, unseen in the darkness, attacks as Cormac enters.

A ghost must use its magic points to overcome Cormac's magic points of 12. Cormac must use his 12 magic points to overcome the ghost's 15. The spirit, then, has a 65% chance of succeeding in its attack, and Cormac has a 35% chance of succeeding, as the resistance table indicates.

If the spirit wins a round of combat, Cormac loses magic points. If Cormac wins, the spirit loses magic points. These losses may affect the combatants' chances of success. The combat will continue until either the spirit flees or until Cormac loses all of his magic points.

In the first melee round the gamemaster rolls a 22 on his percentile dice and Cormac's player rolls a 40 — the spirit is successful and Cormac is not. The gamemaster rolls a 1D3 with a result of 2. This is the number of magic points that Cormac loses in that round of combat. Cormac's player must mark 2 points off of his character's magic point tally. The spirit

now has a 75% chance of affecting Cormac, while Cormac is now reduced to a 25% chance of affecting the spirit. Things look grim.

The next round the gamemaster rolls the dice very well with an 04 result. Poor Cormac's player groans in dismay — he has fumbled his roll with a 00. Cormac loses 3 magic points this time and his magic point total is now down to 7. In addition, the gamemaster rules that due to the rain and the dark and Cormac's fumbled roll, the Pict wrenches his left ankle for 1D3 damage by tripping over some wreckage. Cormac falls to the ground in a clatter. Cormac's player marks off 2 points (the 1D3 result) from both Cormac's left leg hit points and his total hit points.

In the third round, the spirit now enjoys a 90% chance to affect Cormac. Struggling Cormac, on the other hand, has only a 10% chance of affecting the spirit. The percentile dice results are spirit 39 and Cormac 08. Cormac causes the spirit to lose 2 magic points, to stand at 13, while Cormac has only 4 magic points left.

Continuing its streak of luck, the spirit succeeds in lowering Cormac's magic points to 0 in two more melee rounds, while Cormac doesn't affect the spirit at all. The next round the ghost has a 100% chance of possessing Cormac while the Pict can do nothing to hurt the spirit.

In all, this combat took 6 melee rounds (slightly over a minute). At its end, Cormac is lying on the floor unconscious. Signy and Nikolos hear the racket of Cormac's fall, but are too late to aid him. They spend a cold, lonely night caring for their friend.

Magic Points Summary

Magic points represent the quantity of life force which an adventurer can use to cast magic. One magic point is the smallest amount which can be used; there is no particular maximum, but a rested adventurer's magic points are of the same number as his POW. A magic point which powers a spell is used up, and additional or replacement magic points must be used to power more spells. As magic points are spent, the player must mark them off from his character's magic point tally. Magic points can be expended by casting a spell or in worship (used by priests and initiates), or in spirit combat. When an adventurer's magic points reach zero, he will fall unconscious. Magic points can never be less than zero.

An adventurer's magic points are also used to resist spells cast at him. A target will always resist a spell unless that target voluntarily accepts the spell. To find out if a spell was successfully cast against a resisting target, compare on the resistance table the amount of the caster's current magic points just before the casting against the target's current magic points.

Magic points are automatically regained at a rate equal to the adventurer's POW every day, or 1/24th of the adventurer's current POW per hour. The magic points regained can never exceed the adventurer's POW, though an adventurer may by other means have an amount of magic points greater than his POW.

Other notes about magic points and their use are detailed in subsequent magic chapters.

Spells

Though these rules present three approaches to magic, the spells of each system have nearly all qualities in common. Any exceptions or additions will be described in the appropriate chapter.

Terminology

Intensity: A measure of the strength of a spell. Each spell description details the minimum effect that a spell can have and the minimum number of magic points that the caster must provide to achieve that effect. A minimum-effect spell is also referred to as a minimum-intensity spell.

Spell: Casting a spell combines the use of arcane sounds and phrases, subtle gesture, and the knowledgeable expenditure of magic points in order to predictably change the magician's environment by other than mundane means. Each magic system requires slightly different procedures for casting spells.

Total Magic Points: A term describing the full number of magic points which the caster of a spell must provide to fulfill the caster's statement of intent. For sorcerers, total magic points equal the intensity of the spell plus extra magic points used to boost the spell plus manipulation costs. For priests, total magic points are not as important, being required only of priests for certain spells, or when a priest wishes to boost his divine spell to try to overcome defensive magic. Total magic points for spirit magicians equal one per point of spell plus the magic points used to boost the spell.

Types of Spells

The spell type describes requirements that must be met by the magician in order for the spell to be cast.

Active Spell: Only sorcerers and spirit magicians have active spells. Such spells require the concentration of the caster to remain in effect for their full duration. If the caster tries to throw another spell, is attacked in spirit combat, takes physical or magical damage, or has something unexpected happen to him, then he must make a concentration roll (INT ×3 as a percentage) or the effects of the spell cease and the spell must be recast for the effect to again apply. Spell casters trying to maintain an active spell are limited to a movement rate of one-half meter per strike rank and they can do no fighting.

Passive Spell: Most spells are passive. Once such a spell takes effect on a target, the caster need not concentrate on it further, and may proceed to perform other actions which include the casting of other spells.

Stackable/Nonstackable Spell: All divine magic spells have an initial point cost. Sacrificing this cost in current POW yields one casting of the spell. It is likely that a priest will learn several castings of a spell. If a spell is stackable, then these several spell-uses can be combined to create greater effects. Some spells have limits to their stacking, given in the spell description. If a spell is nonstackable then several castings cannot be combined.

Variable/Nonvariable Spell: Variable spells can be learned and cast at several intensities. If there is a limit to the strength of a spell, that limit will be included in the spell description. An adventurer could learn a low intensity spell (Protection 1, for example) and later learn more powerful versions of the spell (Protection 2 or 3). An adventurer can know a powerful variable spell and cast a weaker version of that spell.

Cormac's Saga

Our young initiate, Signy, has learned the variable cult spirit spell of Healing 4, and she is going to attempt to use some of her Healing magic to help Cormac after he twisted his ankle for 2 points of damage. Signy uses only 2 points of her spell. She expends 2 magic points (which her player marks off of her magic point tally), and fixes Cormac's twisted ankle if her player makes a percentile dice roll less than or equal to Signy's POW ×5 (minus her worn ENC). The player's roll of 44 succeeds.

Nonvariable spells have a specific, unchanging magic point cost. They cannot be learned or cast at any intensity other than that given in the spell description.

Spell Effects

Spells are always cast at an area or thing. Part of each spell's description details its target area—the boundary of the area affected when the spell casting is completed. Anything within this area will be affected by the spell's effects. Some spells will affect single individuals only, as stated in the description.

The visual and aural effects of a spell depend on the universe in which the *Rune-Quest* game is played. We have not listed sensory effects for each spell, but gamemasters may want to create standards, such as blasts of energy bursting forth from the hands of the magician, shimmering force fields, glowing enchanted weapons, and so forth.

Spell Ranges

The distance from the caster within which the effects of the spell may occur is its range. All target(s) of the spell must be within this area or the spell will not affect them. Some spells have both a casting range and an area of effect. Each spell description contains an indication of the casting range of the spell. The spell's area of effect is always contained within the body text of the spell description. The area-effect must lie wholly within casting range of a spell. There are two kinds of spell ranges.

Touch Spell: These spells only affect the person or thing which is physically touched by the caster of the spell. Touch spells require that the caster touch the location to be affected. This does not require skin-to-skin contact, for the energies of the magic will pass through the fabric and metal of clothes and armor, but it must be close

enough to affect the aura of the target. The caster of the spell must be in such physical contact with the target for the entire duration of the casting. A spell caster is always assumed to be in physical contact with himself.

Ranged Spell: Ranged spells have a maximum casting distance described in meters. These spells may be cast at any point within this distance which the caster can physically or magically see. Each of the magic systems describes a standard range for its spells, and each, of course, does have exceptions. All exceptions are noted in the spell description.

Spell Durations

The effects of a spell last for a specific amount of time.

Instant Spell: Instant spells last one strike rank. The spirit magic spell Heal is of this type. The effects of a Heal spell, for example, if cast on SR 4 would be completed on SR5. Once the Healing spell has taken effect the results cannot be dispelled.

Temporal Spell: Temporal spells are effective for a definite span of time given in the specific magic chapter and are then over.

Spells and Memory

Each spirit magic spell or sorcerous spell requires that a certain amount of points of INT be allotted to memorize it. Only by memorization of such spells can they be cast without aid. Importantly, divine spells do not require INT to be memorized.

Memorizing Spells: Each spell of spirit magic or of sorcerous magic requires that one point of INT be allotted to memorize (correctly commit) each magic point required to cast the spell. (Example: a spirit magician must devote 4 points of his current INT to memorize a variable Protection 4 spell.) Every sorcery spell requires one point of INT to memorize. In either case, the maximum magic-points-worth of spells memorizable by one adventurer is equal to his current INT. Once an adventurer has memorized his spells, he can cast and recast them until he runs out of magic points.

Changing Memorized Spells: Since a spirit-magic user or a sorcerous-magic user is limited by the points of his INT to the number of spells that he can learn, if he has used his entire INT to remember spells, and he wants to learn another spell, he must forget enough other magic to make room for his new knowledge. By definition, he no longer remembers that information and training. Once an adventurer has forgotten a spell, he must then undergo the entire training process again to regain that knowledge. All spells can be intentionally forgotten at the rate of one hour per point.

Free INT: Free INT are those points of INT not allotted to memorize spells, and is important only to sorcerers.

Readiness: A spell caster can be ready to cast or can be surprised. A surprised spell caster must add three strike ranks to the time it will cost him to cast his first spell after being surprised. In the melee round following the surprise, he will be able to cast a spell normally without the surprise penalty.

Spell Strike Rank

Readiness: ready = no change; surprised = add 3.

DEX of Caster	Strike Rank
01-09	4
10-15	3
16-19	2
20+	1

Total magic pts.	+Strike Rank
1	1
2	2
3	3
each +1	+1

Ability to Cast a Spell: The ability to cast a spell varies with the type of magic that a magician user practices. A spirit-magic user has a percentage ability to cast spells equal to his or her POW ×5. A divine-magic user has a 100% chance that his or her spells will work correctly. A sorcerer's casting chance for simple, unmanipulated spells equals his magic bonus plus any experience he may have gained with the spell. (Remember that a roll of 96-99 is always a failure, and that a 00 result is always a fumble.)

An adventurer suffers a cumulative penalty to his or her casting ability if encumbered by equipment. For each point of ENC carried, subtract one percentile from the adventurer's spellcasting percentages.

Success or Failure: Regardless of result, spirit or sorcerous spells require that a minimum of one magic point must be expended by the caster.

Spell Boosting: When it is cast, additional magic points can be added to any spell in order to help it overcome defensive magic. Doing this increases the time needed to cast the spell, even for divine magic.

Aborting a Spell: Spirit-magic users and sorcerers can voluntarily halt the casting of a spell at any time prior to casting; a spell as well can be involuntarily aborted by loss of concentration from damage taken. The spell caster loses the time already spent in casting the spell. He must wait three strike ranks before he can begin casting another spell.

Combined Spells: One adventurer cannot combine a spell with that of another adventurer. If one adventurer casts a spell on a target which is under the influence of another, incompatible spell, then the spell

with the greater magic points takes effect and the other is dispelled. If the competing spells are equal, then the one first in existence remains. If they take effect on the same strike rank, and both spells are of equal strength, then both spells fail.

Strength of Magic: Find the strength of spirit and sorcery spells by totaling the number of magic points needed to cast the spell. The magic point strength equivalent for divine magic is found by doubling the point value of the divine spell and adding one for each magic point used, if any.

Spell Casting During Melee

An adventurer casting spells during a melee round uses the standard strike rank procedure as described in the Game system chapter of the Rules book. The intent of a character to cast a spell and the spell's target must be declared during Statement of Intent. To determine the strike rank in which a spell takes effect add the spell cost in magic points plus the readiness of the spell caster plus the strike rank of the caster. The result is the number of strike ranks that it will take the caster to loose the spell. This is summarized on the Spell Strike Rank Table, below. Divine spells

add no spell cost unless magic points are included in the casting.

Spell casting does not count as one of the three permissible actions during a melee round. An adventurer can attack, parry, or dodge (two of the three) and can cast spells as long as he has sufficient strike ranks in the melee round. A caster must concentrate during the entirety of the casting procedure and he may cast spells during spirit combat or while taking damage if he makes his concentration roll (INT ×3).

If the strike rank of the spell is greater than 10, then it will take more than one melee round to cast the spell. A spell requiring 16 strike ranks will take effect on strike rank 6 of the melee round after casting was initiated (providing that the casting began on strike rank 1). A 25-point spell requires 2.5 melee rounds to cast.

More than one spell can be cast during a melee round if the adventurer is sufficiently dexterous. A magic user must spend 3 strike ranks, during which he can do nothing else, to prepare himself to cast another spell.

Spirit Magic

In rules terms, spirit magic is the simplest of the approaches to magic presented in *RuneQuest*. It also has the least powerful spells. Spirit magic is cast quickly, and compared to other types of magic it is less likely to take effect. The spells which do take effect are comparatively short-lived. But such magic is easily and quickly learned, and comparatively inexpensive in time, effort, and price. Beginning *RuneQuest* players may want to play characters who know spirit-magic spells before they play divine initiates or students of sorcery.

Spirit magic is, in many ways, a quick mustering of life force to perform a task.

Casting a spirit-magic spell requires a focus upon which to concentrate, spoken words, and some type of formal body movement (usually a hand gesture). Thus it is possible to stop a spirit magician from casting magic by depriving him of his focus, his voice, or his free movement. The permanent loss of an arm halves a spirit-magic user's chance for successful spell-casting unless and until the spells which were known are relearned after the limb was lost; loss of both arms halves and then halves the chance again.

Contact with the spirit plane is an important part of spirit magic.

Learning and Using Spells

Spirits are the source of spirit-magic spells. In many cases they literally are the spells, being both the matrix and the magic points needed to cast the magic. Spirit spells are learned from spirits which attack the student and which must be defeated in order for the student to gain knowledge of the spell. Only certain types of spirits can teach spells. This task is usually overseen by a benevolent shaman who has, under his command, low magic point spell spirits from whom the student can easily learn. Once learned, spirit spells are not forgotten unless voluntarily suppressed. The cost of learning a spirit-magic spell varies with the teacher (who is a shaman) and by whether or not the applicant is a member of the teacher's tribe.

A tribesmen applies to his tribe's shaman to learn a spell. A village or tribal elder may put in a good word. A present of suitable generosity must also be given: traditionally one with a value of 100 pennies per point of spell taught. The cost of one spell point therefore equals slightly more than three weeks income for a common laborer.

Strangers who wish to learn a spell from a shaman must first make his acquaintance. This is done by seeking him out, presenting a gift worth a minimum of 500 pennies per spell point desired, and then spending time in the area ingratiating himself to the tribespeople through acts of friendship, kindness, and protection. Once befriended, the shaman will remain friendly as long as the stranger-student obeys the ways of the tribe and works toward the tribe's benefit. The shaman will require only 250 pennies per spell point from familiar outsiders who wish to learn spells, plus a wait of 3D6 weeks while the shaman travels the other-world to capture the appropriate spell spirit.

To learn a spell, a character must engage in spirit combat with a spirit which knows the spell. The minimum POW of the spirit equals the point value of the spell. The shaman will tell the learner where to go to meet the spirit. It might be right in the shaman's home, some deserted place, a spot in the wilderness, or some traditional area. He will give the learner the prepared object with the focus to attract the right spirit, and send him off. That night, the shaman will direct the proper spirit to approach the learner, announce itself, and to begin spirit combat. The combat procedure is described in the Introduction to Magic chapter.

If the student reduces the magic points of the spell spirit to zero (without losing all of his magic points in the process), he takes knowledge of the spell from the spirit, impressing it upon his own mind. The spirit breaks off combat and returns to the spirit plane. If the spirit returns to the spirit plane free of any control, it then regains the spell.

Limits to Spell Memorization

Each point of spirit magic requires one point of INT to remember. An adventurer's maximum potential memorization equals his INT. An adventurer can voluntarily forget a spell to gain room for more spells.

Spellcasting Ability

A spirit magician has a percentile chance of successfully casting each of his spells equal to his POW ×5. The spirit magician suffers a 1 percentile cumulative penalty to his spellcasting ability for each point of ENC that he carries. The spirit magician cannot raise his spellcasting skill except through increasing his POW characteristic.

The Focus

All spirit-magic spells require a focus to be cast. A focus can take many forms, most commonly those of trinkets or medallions bearing an appropriate rune of power, or it might be a rock, a bone, a claw, etc. The focus serves as a reminder and token of the spell. Contact with the focus, whether visual, tactile, or through another sense, triggers the release and formation of the individual's magical energies and makes the spell work.

Spirit Magic

The chance to successfully cast spirit magic always is based on the character's POW, minus one percentile for each point of ENC carried by the spellcaster. Spirit magic is memorizable. The spell requires a

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Cormac's Saga

For three days Nikolos and Signy searched for someone who could rid Cormac of the spirit that possessed him. They followed rumors of a wild man, Baobon, who lived in the hills. Forlorn in the freezing rain, they chanced upon a remote cave that may once have been the entrance to an ancient burial mound. Inside they found relief from the downpour and a brightly-beckoning fire. Tending the blaze was a man, naked; his body patterned with tattoos—the shaman Baobon.

Signy and Nikolos pleaded with Baobon to save their friend and promised him much for his help. He agreed, but only after studying both of them for an uncomfortably long time. He said that he would state his payment once his work was done.

That night, Signy and Nikolos swore that the shaman had died, so still was he. Yet the shimmering image of a dangerous cobra hovered over the body and kept them away.

The next day, Cormac's moans woke his friends. Baobon was gone, but had left behind pots of a honey liquor and some smoked meats. Signy and Nikolos fed and cared for a rapidly recovering, but still weakened, Cormac. That night Baobon return to state his payment: Cormac would remain with him, to serve him and study. "You have a strong spirit, and I have need of a strong spirit to aid in my work. If they want you to remain healthy and alive, your friends must remain too."

That was his only explanation before he again disappeared into the night.

Cormac's Saga

After five years, Cormac has learned much of the ways of a shaman and has greatly broadened his perceptions of the world. He also learned that he is too full of energy and lacks the patience to become a shaman. Combat was always a release for his frustrations, and this business of becoming a shaman is too intangible for him.

When he speaks to Baobon, the old man understands. He foresaw this restlessness in Cormac and knew that this time would come. Cormac has been an excellent student and has learned well. He has also been very successful in recruiting more students and assistants for the shaman. Cormac and Nikolos have been very popular with the Baobon's tribe, and have enriched the tribe through sale of enchanted devices made by Nikolos. (Though more than once Signy disgruntled the males of the tribe by her notions about a woman's place.)

On a cool day in spring, after a late rain, Cormac, Signy, and Nikolos bid farewell to Baobon and set off again.

talismanic focus to trigger the spell. Spirit magic costs magic points to cast. All targets, except voluntary ones, resist spells cast at them (called offensive spells) and need to be overcome (magic points against magic points) on the resistance table.

Spell Limits

All spirit magic spells are passive. Once cast, the caster need pay no further attention to them and they will continue to work. Thus, when a character has Befuddled his opponent he can fight, run, or cast another spell, or the same one again. The Befuddled person will remain so for the time limit of the spell. Even if the caster is hurt or killed, the Befuddlement continues, unless dispelled.

The range of a spirit spell is given in the spell description. It defines the maximum distance from the caster in which the spell's effects must occur. Spirit-magic has two nominal maximum ranges, touch (the caster must be physically touching the body of the target) and ranged (50 meters). For touch spells, touching the clothing or armor of the target is usually sufficient unless the spell description declares otherwise.

The duration given in the spell description defines the length of time that the effects of the spell will last, as measured from the strike rank on which the spells' casting was completed. All temporal spells last 5 minutes (25 melee rounds). Instant spells cause effects only on the strike rank on which they were cast.

Spell Strike Rank

To determine the strike rank at which a spell can be cast, total the character's DEX strike rank plus the magic points of the spell plus any boosting magic points. The sum equals the strike rank of the spell.

Spirit Magic Procedures

The player states which adventurer is casting which spell at which target. The adventurer touches his focus, concentrates on the spell, and begins his chant.

On the strike rank that the adventurer completes the spell casting procedure, his player must roll percentile dice. The D100 roll result must be equal to or less than the adventurer's POW ×5 in order for the casting to be successful. The adventurer's chance of a successful casting is lowered by one percentile per point of ENC carried. If the magician has a casting skill exceeding 100%, a roll of 96% or greater indicates failure.

If the roll is greater than the magician's chance of success then the spell does not work, though the magician must still expend one magic point, regardless of the number of magic points in the spell. The spell may be attempted again next melee round.

There are no modifiers for critical successes or fumbles when using spirit magic.

Resistance Roll

Some offensive spells will be cast at an unwilling target who possesses magic points and who opposes its effect. In this case the caster's magic points are compared to the defender's magic points and the resistance table results are used. If successful, the spell takes effect that same strike rank.

Magic Point Cost

Every spell costs a certain number of magic points to cast. This might be augmented by some magic points to boost the spell. Even if the target is not overcome by an offensive spell the required magic points are still lost.

Spirit Magic Spells

This section lists and describes in alphabetical order the spells available to spirit-magic users. Each spell is summarized by use of a similar format of presentation.

Spell Name

Magic Point Cost

Casting Range, Duration, Spell Type

The spell description including the area of effect.

Cormac's Saga

The day was beautiful. Cormac felt that he had been reborn as he walked along the ridgelines with Signy and Nikolos. Having finished five years of study with the shaman Baobon, Cormac was eager for great adventures.

To show off his magic, Cormac bet Nikolos a night's drinking at the next inn that they found that he could out-spell the sorcerer, and be the first to do damage to the other. Nikolos agreed, confident behind the intensity-5 Spell Resistance field he always kept about himself, to fend off surprise attacks.

But Cormac had learned well from Baobon, and knew the wilyness of

sorcerers and of Nikolos in particular. Suspecting defensive magic, the Pict decides to cast a Disruption spell and boost it with 5 magic points. The total magic point cost of the spell to Cormac is 6. The total of Cormac's DEX strike rank of 4, the single strike rank for the Disruption and the 5 strike ranks that boosting the spell requires adds up to 10. Cormac completes his spell casting on that strike rank. His player rolls successfully, and the tactic works. Cormac's powerful Disruption shoots through Nikolos' Resistance and causes 2 points of damage to the sorcerer's abdomen. Well, Nikolos has plenty of tummy to take a little damage there. By the time thirsty Cormac finishes that night, Nikolos' purse will have taken damage as well.

Some of the spell descriptions include a qualifier in brackets. Qualifiers specify a particular substance, species, sense, or characteristic that the spell will affect. They allow a wide number of spells to be discussed in relatively little space.

Substance qualifers indicate naturally found substances that will be affected by the spell. Common substances include gold, silver, copper, sapphire, iron, coal, tin, emerald, fire, diamond, earth, air, wood, leather, stone, fire, cotton, brick, bronze, water, bone, glass, quartz and darkness.

Of course many other substances exist, and they can be added if the gamemaster allows those spells into the campaign and the adventurers can find a teacher. Substances do not include living material.

Spirit Magic Spells

Spell	Value
Befuddle	2 points
Bladesharp	variable
Countermagic	variable
Demoralize	2 points
Detect (Substance)	1 point
Disruption	1 point
Heal	variable
Light	1 point
Protection	variable
Repair	variable
Speedart	1 point

Befuddle
2 Points
Ranged, Temporal, Passive
This spell confuses the opponent who succumbs to it. It does not change his beliefs or perceptions, but it does muddy them up.

During the statement of intent, the victim's player must say that his adventurer will attempt to shake off the Befuddlement. This is all the adventurer can do in that melee round. The player must roll D100 greater than his adventurer's INT ×5. If the roll is successful, then the Befuddle spell is defeated, and the adventurer can act normally the following melee round. Failing the roll, the adventurer must stand there confused. He can do nothing, not even parry or dodge.

If the roll is fumbled then the adventurer mistakes his friends for enemies (and vice versa) and acts accordingly — as if he were no longer Befuddled. Since, in the case of this spell only, the normal fumble roll is over the victim's INT ×5, count any critical roll as a fumble for a Befuddled character.

In any case, the effects of this spell end after the 5 minute limit.

Bladesharp
Variable
Touch, Temporal, Passive
This spell works on any cutting, stabbing, or hacking weapon. It increases the chance to hit by +5 percentiles and does one additional point of damage per each point of spell applied.

Note that the magical points occasionally do damage to magical creatures otherwise invulnerable to weapon damage. Lycanthropes, for instance, will not be hurt by the weapon, but may be hurt by the magical bonus.

Countermagic
Variable
Ranged, Temporal, Passive
This defensive spell will attempt to protect against any other incoming spell including detection, protection, and even Healing spells. Cast on armor or weapons, the Countermagic will defend other spells that were previously cast on the object. Countermagic will not defend against previously enspelled things, such as a sword with a Bladesharp spell on it. It does not work against spirits, and is incompatible with Protection.

If the oncoming spell is two or more points weaker than the Countermagic then it is eliminated and the Countermagic remains. If the incoming spell is equal to or within one point (either more or less) of the Countermagic, both disappear. If the attacking spell is two or more points stronger than the Countermagic it eliminates the Countermagic. If it overcomes the resistance of the target, then it takes full effect upon its target.
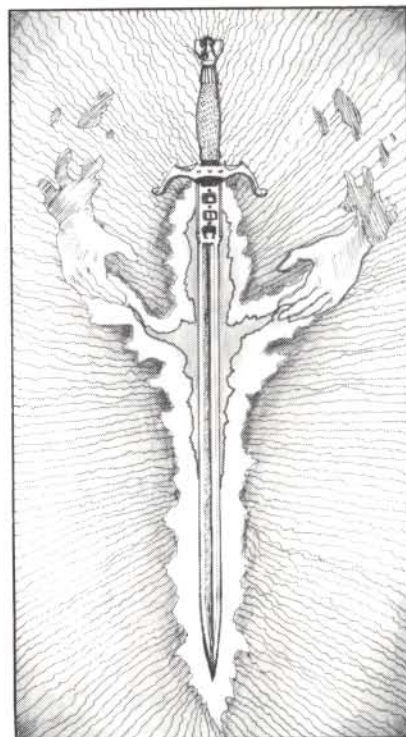
Demoralize
2 Points
Ranged, Temporal, Passive
A victim of this spell loses faith in the ability of himself and his party to win a fight, find treasure, rescue the princess, etc. He can still defend himself fully but can attack only at half normal percentage. He casts only defensive and heal spells. If the spell takes effect before combat is started, then the victim will try not to attack. Faced with superior odds he will probably run or surrender.

An adventurer can attempt to realize that he is under the effects of a spell, but his player must roll percentile dice and obtain a result equal to or less than the adventurer's INT ×1. If the adventurer realizes his condition, then he may cast Dispel Magic to counter the Demoralize. He may not act contrary to the effects listed above until the spell's effects are countered. A player may roll for his adventurer's realization only once, when the Demoralize spell takes effect.

Detect (Substance)
1 Point
Ranged, Temporal, Active
The fetish guides the caster to the nearest supply of the substance indicated. This spell penetrates up to one meter of rock, metal, dirt, etc.

Disruption
1 Point
Ranged, Instant
This spell damages the target's body. If the target's magic points are overcome, the target takes 1D3 damage to a random hit location using the missile/spell hit on table. This damage is not absorbed by armor.

Heal
Variable
Touch, Instant

This spell repairs damage done to hit points. For creatures of the caster's species, Healing replaces 1 hit point for each point of Healing spell used. The part of the body being healed must be touched. The effect is immediate. Creatures of species other than the caster's cost 2 points of Healing per hit point repaired.

Protection
Variable
Ranged, Temporal, Passive

Each point of this spell adds a point of armor protection to the whole body or object. It acts in every way like normal armor. This spell is incompatible with Countermagic.

Repair
Variable
Touch, Instant

This spell repairs broken objects. All the parts must be present. Thus a sword can be fixed, shields renewed, and armor repaired. Each point of the spell fixes 1D10 points of damage. The object repaired shows a scar, and permanently loses 1 hit point, from its maximum HP value as well. If used to Repair magic items, the spell does not return any broken enchantments or released spirits.

Speedart
1 Point
Touch, 1 melee round

This spell adds 15 percentiles to the attack chance and 3 points of damage to any missile weapon. The spell must be cast in the same melee round in which the missile is being thrown or shot, and lasts until the end of that melee round.

Divine Magic

Divine magic is magic wielded by people qualified to act in the name of and with powers which derive from a deity or principle.

Divine magic spells offer the quickest and most reliable results of all the approaches to *RuneQuest* magic. However, such spells must be renewed in special places and cost the sacrifice of current POW, not mere magic points, to get.

Simple divine worshipers are called lay members, and are not counted among the inner membership. Lay members do not know the secrets of the religion, are excluded from certain parts of the worship service, and do not receive special magical benefits because of their belief. Lay members are casual worshipers who belong in more serious fashion to other religions or cults, are children, and include anyone planning to become an initiate.

Specialists in divine magic are called 'priests' and 'initiates.' As part of their way of life, priests routinely lead a congregation and spend most of their time in temple-related matters. Initiates have wholeheartedly committed themselves to a religion or divinity, but have not reached the level of duty, responsibility, and privilege of priests. The commitment is considerable in either case, for a user of divine magic must sacrifice current POW to join the religion, is excluded from using or learning many spirit magic spells or any sorcery while a member, and must make regular financial contributions to a particular temple.

Occasionally the word 'cult' may be substituted for 'religion' in *RuneQuest*. Cult in these pages indicates only that a religion is purely local or regional in membership or that, though it may have temples across a continent or a world, its membership is not numerically large. The word is never used to connote evilness or illegality.

Initiates

To join the inner membership of a religion, a lay member must make a personal commitment to the religion. The commitment usually involves substantial investment of time, effort, Power, money, and emotion. The religion must agree to accept this commitment, and frequently accepts the lay member as an initiate only after he or she passes one or more tests. In return the new initiate learns many secrets of the deity and receives special protections and guarantees from the religion or cult. In communities practicing religions, it is a traditional sign of adulthood to become an initiate of the appropriate religion or cult, one eagerly sought for and anticipated.

If your adventurer's parents are initiates or priests of a religion, then your adventurer automatically can join that religion as an initiate at age 15. He or she has already acquired the necessary information and appropriate attitudes and is known to the temple elders.

Requirements to be Initiated

A candidate for initiation who is unfamiliar to the temple hierarchy must pass a rigorous test, the object of which is to discover the candidate's suitability, sincerity, knowledge, reputation, and personality. This test is abstracted to the following: donate 20 pennies to the temple; understand the requirements and obligations of an initiate; prove knowledge of the religion's specialty skills. The player of the applicant must roll D100 for each pertinent specialty skill. In order that the applicant convince the examiners of his worthiness, his player must succeed at three of those five skill rolls.

The initiation ritual is sealed when the initiate sacrifices one point of POW to the deity, thereby establishing a holy link from the initiate to the deity through which later sacrifices flow. Such sacrifices are magic points and current POW. This link allows the initiate to manipulate a fraction of the god's powers into divine magic spells. If an initiate commits great sacrilege against the god, an excommunication ritual will sever this holy link.

Duties and Restrictions.

Initiates must tithe a tenth of their yearly income and a tenth of their free time to the temple. Tithes are used for maintenance, food, salaries, sacrifices, paraphernalia, and so on.

Initiates must protect their deity and its reputation. This amounts to verbal, physical, and magical defense of the religion. This obligation is open to individual interpretation, and varies by religion.

Initiates never may become shamans or sorcerers.

Benefits

Initiates may receive one-use divine magic spells from their deity. These are available at a cost of 20 pennies and the sacrifice of a point of current POW per point of spell. One-use divine magic spells may be cast only once after the initiate has sacrificed the POW for them. To be able to cast such a spell again, the initiate must make another sacrifice of current POW.

The initiate will be required to speak before his fellow congregation-members from the temple scriptures, and will be taught various administrative skills useful to the religion. Each year (on the High Holy Day) he automatically gains one percentile each in Orate and Read/Write Own Language.

Finally, every fifth year, each initiate is entitled to learn for free one point of spirit magic acceptable to the religion.

Leaving the Religion

It is possible for initiates to leave or to resign from a religion, and even remain on good terms with the priests. Reasons for and ways of leaving are various.

Voluntary Departure: It is always possible to quit a religion. Such a decision immediately changes the status of the initiate to inactive, even if he or she continues to tithe and attend services. All restrictions and obligations will be lifted, and all benefits will be lost, except for the one-use spells currently held. These spells will be retained and be usable unless and until he or she is formally excommunicated. They will not be relearnable, of course.

Inactive Initiates: An initiate may fail to fulfill his or her obligations to the religion. A backslider might miss the required annual High Holy Day ceremony, or withhold payment of tithes. A priest can always tell if an initiate is inactive by using Soul Sight. An initiate recognized as inactive may learn no new spells, nor can his or her calls for divine intervention work. Priests and temple may refuse protection. One-use divine magics already learned by the initiate are still available for his personal use, but are not relearnable.

At the gamemaster's discretion, some religions, some temples, and some priests may interpret inactive initiates as being sacrilegious.

Sacrilege: Sacrilege is an activity seriously contrary to the laws of the religion. Specific religious laws vary from religion to religion, but most require absolute respect for the deity and the priests, for sacred objects, and absolute obedience to prohibitions concerning specific activities.

Whenever an initiate commits a sacrilegious act he immediately becomes inactive. Any priest of his religion who views him with Soul Sight will know that he is inactive, but not sacrilegious. However, such an initiate will be recognized as an invader and intruder and register on temple defenses.

To correct sacrilegious actions and avoid excommunication, an initiate can placate his or her priests, temple, and deity by performing the corrective actions they deem appropriate, such as demanding that the profaner cast away his one-use divine magics, pay great sums of money, and perform penance — such as begging forgiveness from everyone he meets for the next year. Or they might send the person on a difficult quest.

Excommunication: An authorized priest can cast out anyone from a religion using the ceremony of excommunication. Sacrilege is the sole ground for excommunication.

Excommunication may be performed at any distance from the victim. Once completed, the target is stripped of all status in the religion, forever forfeiting the benefits and the POW he sacrificed to the deity.

Excommunication ends all links between the deity and the former communicant. All divine spells learned from the deity are lost permanently, though spirit magic is retained. Any other magical benefits which were gained, such as enchanted items, will also lose their potency if they have divine magics or spirits.

Priests cannot tell if an adventurer is an excommunicant from their religion, even with Soul Sight. They may, of course, recognize the person through sight or reputation.

Initiates of Multiple Religions

It is possible for an adventurer to be an initiate of more than one religion. He must pass the appropriate tests, and this always entails that the religions be compatible. He must also tithe to all of his or her temples, and perform properly and completely for all duties and responsibilities.

Learning and Using Spells

To receive divine magic spells, an adventurer must be an initiate of a religion, and must learn the spell from a priest who knows it.

One full week of study in the temple is necessary to learn a divine magic spell. The adventurer should also make an appropriate donation to the temple. A 20-penny donation is generally sufficient. At the end of the week that adventurer must sacrifice a number of POW points equal to the point value of the spell.

Divine magic spells require no INT to memorize, unlike spirit and sorcery spells. A priest or initiate can learn as many spells as he can sacrifice POW for.

A user of divine magic has a 100% chance of successfully casting a divine spell, but this chance reduces by one percentile for each point of ENC that he carries. (With no ENC there is still a chance of failure with a D100 roll of 96-00%.)

The religions described in this chapter have a limited number of spirit magic spells available to worshipers. The costs and procedures for learning those spirit magics available to particular religions are contained in the Spirit Magic chapter, with the same costs and requirements as if the initiate were learning from his tribal shaman.

Divine magic spells are among the most powerful in the game, and divine magic spells are the most reliable to cast. Since divine magic is powered by the caster's god, the caster of divine spells generally does not need to expend POW or magic points at the time of casting in order for his spells to work.

Spell Limits

Unless the spell description says otherwise, the spell always is one-use for initiates and reusable for priests. Some of the spells available to priests may still be designated as one-use. A one-use spell may be cast once. In order for the caster to use the spell again he must re-sacrifice POW to relearn the spell.

Divine magic spells have one of three ranges. A range of Touch means that the caster must physically contact the intended target in order for the spell to be effective. The casting range for most divine magics is 100 meters. Special ranges may be given for some spells.

The normal duration of a divine magic spell is 15 minutes.

Stacking Limits

All divine magic spells have an initial point cost which allows one casting of the spell. It is likely, for the sake of flexibility, that an initiate will learn several castings of a spell.

Divine magic spells can be stacked (combining several castings into one) if the caster has several uses of a spell and if the spell is described as stackable. This provides a much more powerful effect when the spell is cast. There may be a ceiling to the maximum allowed to be cast together. All the spells must be cast at one target, in a single melee round.

When noting the divine magic spells known to an adventurer, also write the number of castings available after the spell name. Example: Shield 3.

Concentration

If a divine magic spell requires a certain amount of time to cast, the time is given in the spell description. During such an interval the caster must concentrate on the spell. This limits him to no more than a shake of the head or a simple nod in response to questions, and his movement is limited to a half-meter per strike rank. He may not Dodge or parry. If the caster sustains damage while trying to concentrate on a spell, his player must attempt to roll D100 equal to or below the character's INT ×3 or the concentration is broken.

If the initiate's concentration breaks while casting a spell or maintaining an active spell, then the spell automatically aborts. An initiate automatically loses his concentration going into shock or unconsciousness.

Boosting spells

When boosting spells the caster adds magic points to his spells so that they stand a better chance of overcoming defensive magic. He must expend as many magic points as he wants to use for boosting at the time the spell is cast. Each magic point raises the strength of the spell by one point, and increases the time needed to cast the spell by one strike rank. Spells that are boosted can be aborted without loss of additional magic points.

Game Use

To cast divine magic, an adventurer must, during Statement of Intent, say which spell(s) are being cast and at which target(s).

All divine magic spells are cast on the caster's DEX strike rank. There are no strike rank delays due to the point value of the spell. Strike Ranks will be added if the adventurer boosts the spell, one strike rank for each magic point added. Spells remain in effect until the end of their normal duration, or until Dispelled.

Several divine spells can be cast during a melee round. The magician must wait his DEX SRM plus 3 strike ranks to prepare another spell.

On the strike rank that the adventurer completes the spell casting procedure, his player must roll percentile dice equal to or less than 100 minus the caster's ENC. If the roll succeeds, then the spell takes effect. If the spell was one-use then the magician loses the ability to cast the spell again until he or she re-sacrifices the POW for it. If the spell was reusable, then the adventurer loses the ability to cast the spell again until he or she spends a number of days praying at the temple equal to the point value of the spell.

If the casting success roll was greater than 95 (i.e., 96-00) then the spell was not cast, and there is no loss to the adventurer. If the adventurer was boosting the spell, then he will lose one magic point. He does not lose the ability to try to cast the spell again. A fumble or critical roll has no effect.

The player must subtract any magic points used by marking them off the adventurer sheet.

Opposition Roll vs. Target Resistance: If the target of the spell has magic points, then the caster must overcome those magic points with his own using the resistance table in the Game System chapter.

Temples

A temple is a holy place, consecrated to and protected by a deity. It is a conjugation of the god plane, where the divinities live, and the mundane plane, where men live.

The presence of a temple makes it possible for priests and initiates to learn spells, provides special defenses, and transmits mortals' prayers to the deity and divine messages to the priests.

Religions

Fantasy magic draws heavily upon ancient religions for sources and inspiration. Literature is full of names and explanations of gods and goddesses suiting almost any taste. The following deities are meant to be guiding and exemplary, not exhaustive.

Each deity has a religion, or cult, which provides certain benefits, including spells, in return for the devotion of the initiates. The interests of the cult are defined by the five *RuneQuest* skills necessary to be an initiate or priest. The benefits are visible in the spells provided. The data is arranged in the following fashion:

Name of Deity

Explanation of traits

Skills specially appropriate to the religion

Divine magic specialty spells

Spirit magic which the temple might be able to teach.

The Mother of Light

She is the mother of all human life and the protector of women. From her all things derive nourishment and life, warmth and comfort.

Skills: Animal Lore, any Craft, First Aid, Human Lore, Scan.

Divine Magic: Find (Substance), Command (Species), Heal Body, Heal Wound, Lightning, Soul Sight.

**Spirit Magic:** Heal, Light, Repair.

The Father of Darkness

He fathered all that men fear. Frequently this god is an enemy of humans, worshiped by evil men and trolls (who substitute Troll Lore for Human Lore).

Skills: Weapon Attack, Hide, Human Lore, Listen, Sneak.

Divine Magic: Absorbtion, Command (Species), Fear, Find (Substance), Heal Wound, Soul Sight.

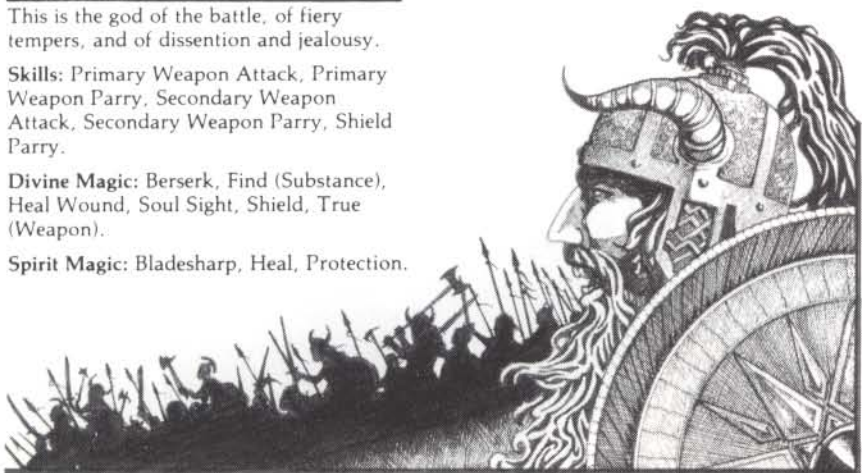**Spirit Magic:** Countermagic, Demoralize, Disruption.
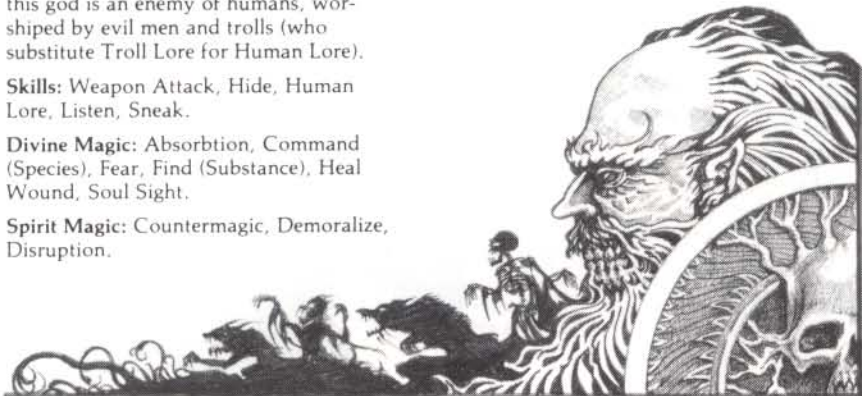
The Lord of Battle

This is the god of the battle, of fiery tempers, and of dissention and jealousy.

Skills: Primary Weapon Attack, Primary Weapon Parry, Secondary Weapon Attack, Secondary Weapon Parry, Shield Parry.

Divine Magic: Berserk, Find (Substance), Heal Wound, Soul Sight, Shield, True (Weapon).

Spirit Magic: Bladesharp, Heal, Protection.

Spell Descriptions

For definitions of the terms used to describe the spells, refer to the Introduction to Magic Chapter.

Common Divine Spells

Spell	POW Cost
Absorption	1 point
Berserk	2 points
Command (Species)	1 point
Fear	1 point
Find (Substance)	1 point
Heal Body	3 points
Heal Wound	1 point
Lightning	1 point
Shield	1 point
Soul Sight	1 point
True (Weapon)	1 point

Absorption

1 Point

Ranged, Temporal, Stackable, Reusable

This spell absorbs enemy spells, converting them into magic points, and makes those points available to the caster. It also screens out the effects of Absorbed incoming spells.

Each point of Absorption soaks up any one point of divine magic, or any two points of sorcery or spirit spells. The Absorption spell will not soak up part of a spell. If the incoming spell has more total magic points than can be Absorbed, then it will take effect normally.

The magic points gained this way remain suspended within the caster's aura, usable as he wishes. When the spell expires, or is Dispelled, any magic points in excess of his current Power dissipate. Absorption is incompatible with Shield.

Berserk

2 Points

Ranged, Temporal, Nonstackable, Reusable

This spell sends the recipient into a murderous fury. Personal safety and all but the strongest loyalties are forgotten in the rage to destroy, but the stamina and the combat skills of the spell's target are greatly enhanced.

The Berserker's total hit points and hit points per location do not change as a result of this spell, though his player will succeed when attempting any CON roll unless a 96-00 is the result. A Berserker is preserved from incapacitation, shock, unconsciousness, or exhaustion. He will suffer all other deleterious effects of a location's loss as described in the Game System chapter of the Rules Book. All poisons will

do only minimal damage to a Berserker. A Berserker will die from the loss of total hit points.

A Berserker doubles his attack percentage, and if his total adjusted percentage is greater than 100% then he may use appropriate rules for that competency, described in the Combat chapter of the Rules Book.

A Berserker cannot cast magic, parry, or Dodge. Adventurers affected by the spell may not attempt to shake-off its effects before the normal duration of 15 minutes expires unless extenuating circumstances, as judged by the gamemaster, allow the Berserker to snap out of the battle rage before that. If ruled possible this requires an INT ×1 roll by the Berserker's player.

When the spell expires the Berserker will be exhausted. His current fatigue point total will equal –100 fatigue points, regardless of his normal maximum fatigue point total.

Command (Species)

2 Points

Ranged, Temporal, Nonstackable, Reusable

While it endures, this spell allows the caster to take over the actions and will of an unintelligent (fixed INT) creature. The caster must see (or be able to distinctly sense) the beast to cast the spell, and its magic points must be overcome by the caster's magic points. If successful then the creature will be in a special form of line-of-sight, telepathic communication with the caster. The caster must form a mental image of the actions that he wishes the creature to perform. Commanding a creature requires concentration of the caster for a full melee round.

Fear

1 Point

Ranged, Instant, Nonstackable, Reusable

This spell causes intense, incapacitating fear to well up within the target. To be effective, the caster must overcome the magic points of the victim. This spell is ineffective against unconscious victims or against victims without INT. The degree of success in overcoming the victim's magic points determines the effect of this spell. Once cast, the effects of the Fear spell cannot be dispelled.

Fear Spell Table

Roll	Result
Critical	Victim dies of fear.
Special	Victim collapses for 20 minus CON full turns, and must make a CON ×5 roll or die as above.
Success	Victim acts in all ways as Demoralized (see spirit spell description) for 20 minus CON melee rounds.
Failure	Normal INT creatures are unaffected. Restricted INT creatures are Demoralized for 20 minus CON melee rounds.
Fumble	Victim is unaffected.

Find (Substance)

1 Point

Ranged, Temporal, Nonstackable, Reusable

This spell informs the caster of the presence of the substance sought—the slight, identifying glow can be seen only by the caster. This spell can detect hidden objects made of the substance unless they are beyond one meter of stone, soil, or metal. The caster will be aware of the presence of the object for the duration of the spell.

Heal Body

3 Points

Touch, Instant, Nonstackable, Reusable

This spell cures the total damage done to a body, regardless of hit location. The player of the affected character simply erases all damage from total hit points and limb hit points. Heal Body will not, however, regrow or heal a maimed or severed limb.
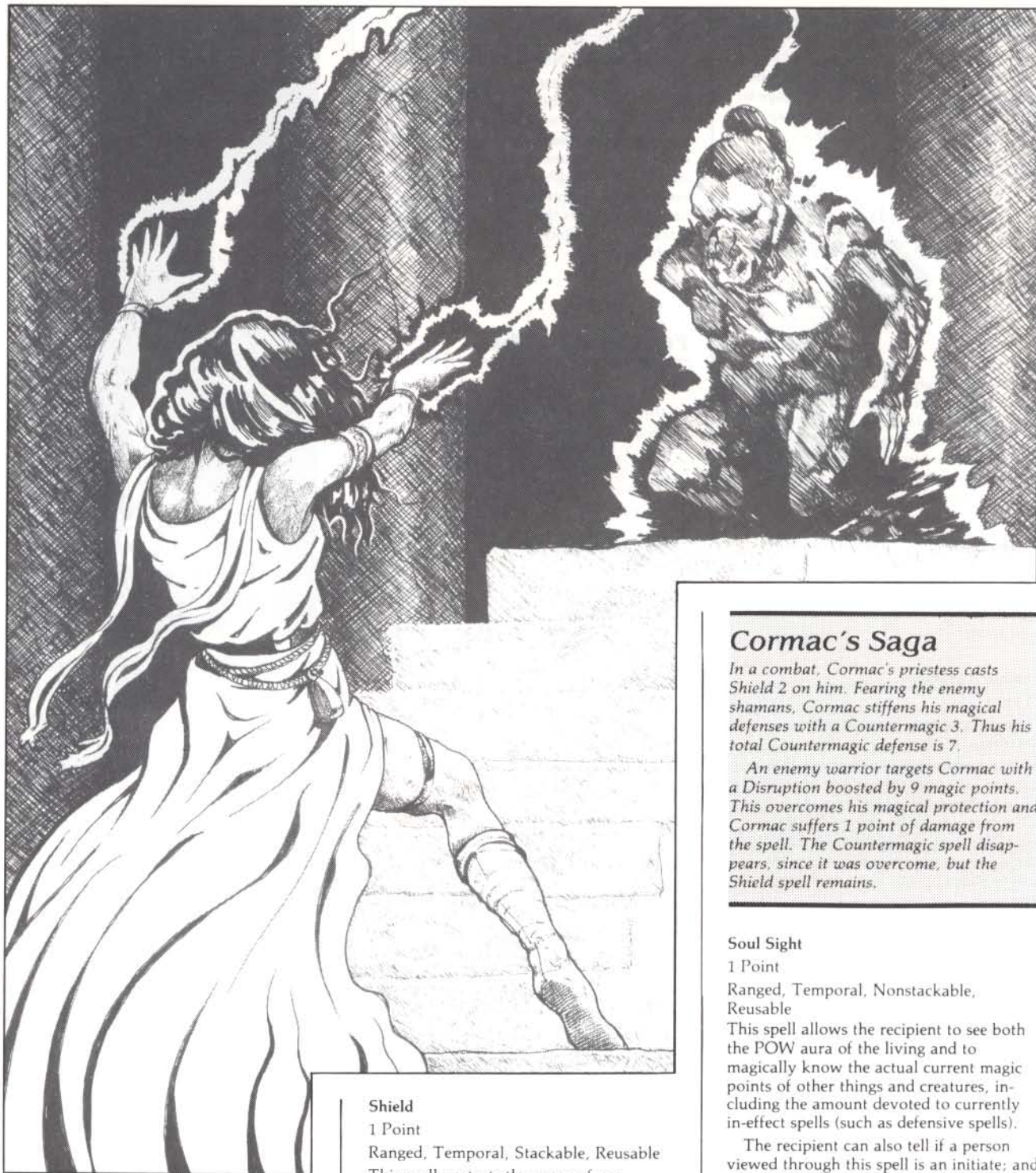
Heal Wound

1 Point

Touch, Instant, Nonstackable, Reusable

This spell repairs damage done to a living creature's hit points. It will work equally well on any living thing, whether complete or incomplete, as long as it has hit points. This includes such things as people, animals, plants, intelligent weapons, or certain otherworld creatures.

The spell converts magic points into hit points. The caster must simultaneously cast a number of MP equal to the points to be healed. This spell cures the damage in the location being touched as well as total hit points.

Cormac's Saga

In a combat, Cormac's priestess casts Shield 2 on him. Fearing the enemy shamans, Cormac stiffens his magical defenses with a Countermagic 3. Thus his total Countermagic defense is 7.

An enemy warrior targets Cormac with a Disruption boosted by 9 magic points. This overcomes his magical protection and Cormac suffers 1 point of damage from the spell. The Countermagic spell disappears, since it was overcome, but the Shield spell remains.

Lightning
1 Point

Ranged, Instant, Stackable, Reusable

A blast of crackling energy projects from either the hand of or some device of the caster (a spear, wand, sword, etc.) toward the target. Each point of Lightning used will inflict 1D6 points of damage to a single hit location of the target if the caster overcomes its magic points with his own. No armor protects against this damage, but spells which defend against physical attack will be effective. The Lightning discharge is very bright and will set afire dry, flammable materials.

Shield
1 Point

Ranged, Temporal, Stackable, Reusable

This spell protects the wearer from damage. Each point of Shield gives the wearer 2 points of magical armor and 2 points of Countermagic (equivalent to the spirit magic spell). The effects of this spell are cumulative with either Protection or Countermagic.

To get past a Shield spell, a spirit or sorcery spell must be at least one point stronger than the defense of the shield. This spell does not dissipate when breached. It remains in effect for the full 15 minutes or until it is dispelled.

Shield is incompatible with Absorption. If cast on a target already protected by Countermagic, the Countermagic will be dispelled before the Shield, if possible.

Soul Sight
1 Point

Ranged, Temporal, Nonstackable, Reusable

This spell allows the recipient to see both the POW aura of the living and to magically know the actual current magic points of other things and creatures, including the amount devoted to currently in-effect spells (such as defensive spells).

The recipient can also tell if a person viewed through this spell is an initiate; and if so, whether the initiate is active or not. This spell will not reveal if a person is a priest.

True (Weapon)
1 Point

Ranged, Temporal, Nonstackable, Reusable

Cast on a specified melee weapon, this spell doubles the normal damage done by the weapon. Any damage modifier accorded the wielder of the weapon due to exceptional SIZ or STR is not affected. The player of the weapon-wielding adventurer should roll the weapon damage dice twice and total the results.

Sorcery

Sorcerers perceive an impersonal universe. But they also believe that among its immutable laws there are exploitable qualities. Sorcery is the most flexible approach to *RuneQuest* magic, and its spells potentially are the most powerful.

Learning Sorcery

Anyone may learn sorcery by convincing someone to teach him or her the sorcerous spells and skills, and if he or she meets the requirements for training.

To learn the sorcery spells and the sorcery skill Intensity, the applicant must become a student. In regions where sorcery is the dominant practiced magic, every local resident is or was a student of local sorcerers. By accepting students, the sorcerer gains a steady supply of helpers and assistants, and the people gain regular training in spells and skills.

Students

Students learn individual spells, and the sorcery skill of Intensity. Generally a student comes to the sorcerer only to learn the sorcery spells. He will not have devoted his life to sorcery, intending to use the spells in daily life. Unless the student remains full-time with the sorcerer, he will pursue another occupation in between learning spells.

An adventurer who has a negative magic skills category modifier cannot become a student. If such an adventurer manages through *RuneQuest* play to raise his magic skills modifier to a positive number, then he may study sorcery.

To be accepted as a student, a stranger must befriend a sorcerer and ask to be accepted—this will take 2D6+2 weeks. He must have a positive magic skills category modifier. He also must be able to make the traditional gift to the sorcerer of at least 100 pennies. He must vow obedience to the sorcerer while a student. Finally, his player must successfully make a D100 roll of the applicant's POW ×5 or less.

The gamemaster should be consulted if an adventurer is searching for a suitable teacher. Sorcerers are fairly common in civilized societies (50% chance of finding a teacher per year), but are rare in primitive, nomadic, or barbarian cultures (10% per year chance).

Duties and Restrictions

A sorcerer may teach up to seven students at a time. A student does drudge-work for a sorcerer, and pays him a small fee in exchange for lessons in the art of sorcery.

Benefits

The student is taught certain mundane skills, common sorcery spells, and the sorcery skill of Intensity manipulation.

If the student lives in an area in which sorcery is prevalent, he or she will automatically receive 1D3-1 sorcery spells at age 15. For each five years of service (or fraction thereof) he or she will receive one additional free sorcery spell. Of course, a student can pay for additional training. A student's beginning chance to successfully cast a spell is equal to a roll of 1D6 plus the student's magic skills category modifier.

In addition, each student receives per year a 1 percentile increase in his Intensity or World Lore skills (the player's choice), and 2 percentiles to be allocated to any spell or spells.

Sorcery Use

A user of sorcerous magic has a percentage chance to successfully cast spells, which is increasable through experience.

Spell Limits: All sorcery spells cost one magic point each to cast (unless the spell is manipulated), and each requires one point of INT to memorize. If not otherwise indicated, the casting range of all spells is 10 meters, and the duration of effect of all spells is 10 minutes (50 melee rounds).

Memorizing Spells: Any number of sorcery spells can be learned by any one sorcerer, provided that he can find a teacher to teach him or a book from which he can learn. Each memorized spell requires allocation of one point of INT for that purpose. A sorcerer may never learn more spells than he has INT. However, sorcerers also require INT to use their sorcery skills (see the Introduction to Magic chapter, Spells and Memory section).

Learning New Spells: New spells can be gained through training under another sorcerer or through researching an ancient scroll or book that contains spells.

Being taught a spell by a teacher requires 100 hours of study. Payment for this study is 200 hours of work or that number of pennies equal to three weeks of the student's normal wages. At the end of the study period the player must roll D100 equal to or less than the character's INT ×3. If the roll is successful, then the sorcerer has learned the spell and has a beginning percentage in the spell of 1D6 plus his magic skills category modifier. A failed roll indicates that the adventurer failed to learn the spell and must repeat the entire procedure.

Learning spells through research requires 500 hours per spell, and then a player must succeed with a D100 roll equal to or less than the character's INT ×3. Upon learning the spell, initial skill in it is 1D6 plus the adventurer's magic skills category modifier.

Concentration: Sorcerers must maintain concentration when casting spells. This limits them to no more than a simple nod or shake of the head in response to simple questions, a movement rate of no more than a half-meter per strike rank, and no Dodge or Parry in response to physical attacks while casting. If a sorcerer sustains damage while casting a spell, his player can try to roll D100 equal to or less than the caster's INT ×3 to maintain adventurer's concentration. If a sorcerer's concentration is broken while he is casting a spell, then the spell is automatically aborted. A sorcerer automatically loses his concentration if he goes into shock or unconsciousness.

Cormac's Saga

Nikolos was born and raised in the outskirts of Byzantium. His father was a small merchant with a profitable and secure trade route along the Sea of Marmara, past Selymbria, Perinthus, and Abdera to Appolonia. Though rarely home, the seasonal visits of the father were a delight: he always had fantastic presents for young Nikolos and his elder brothers.

Nikolos first became friends with Old Naws, the village sorcerer, when the sage told his evening tales to the village children. Naws noticed Nikolos, too: his quick wit, strong aura, and average coordination. The old man was pleased when

Nikolos showed an extraordinary interest in the arcane arts. He was even more pleased when he learned that Nikolos' father had an open mind, and tolerated sorcerers in the family. (Sorcerers have a reputation for dangerous and irresponsible activities, as well as being cheats.)

Many months later, Nikolos' enthusiasm and repeatedly successful Fast Talks convinced his father to talk to the sorcerer and give the 100-penny traditional gift. Nikolos' player rolled 11 on D100, easily under Nikolos' POW ×5 (75). Thus Nikolos' father and Old Naws came to an agreement about Nikolos' future. The sorcerer began teaching his new student the fundamentals of sorcery.

Aborting a Spell: A sorcerer can abort the casting of his spell at any time. He loses the time spent in the casting plus one magic point. A spell once cast ordinarily cannot be aborted, although an active spell can be stopped by deliberately shifting concentration.

Boosting Spells: A sorcerer may boost his spells by adding additional magic points to the spell. This may help the spell overcome defensive magics. Each additional magic point added to the strength of a spell increases the time needed to cast the spell by one strike rank. Abortable spells that are boosted can be aborted without loss of additional magic points.

Intensity Skill

All sorcery spells have an automatic intensity of one. Sorcerers can increase the intensity of a sorcery spell with this skill. Each magic point added to the cost of a spell can increase the multiplied intensity of the spell by one. One magic point of intensity added to a spell doubles the effect of the spell in a general fashion, while 2 magic points added triple the intensity of the spell for general applications. See the Spell Description section of this chapter.

Beginning Sorcery Skill Percentages: The initial training period for a sorcery skill is equal to one week (50 hours). At the end of that time the magician's player must make a roll less than INT $\times 3$. If successful, the adventurer will gain 1D6 percentiles plus his magic skills category modifier in the skill studied.

Increasing Sorcery Skill Abilities: The sorcery skills can be increased through research and training.

Spell Use Procedure

To be successfully cast, sorcery spells require chant, gesture, and concentration. All of these elements must be present for a sorcerer's spells to work. If a sorcerer loses a hand or tongue, then he will have to relearn to cast magic, and all of his sorcery spells and skills drop to one-quarter of their original percentages.

During the Statement of Intent phase of the melee round, the sorcerer's player declares that his adventurer is casting a spell and states the spells target.

Determining Strike Rank

The number of strike ranks needed to cast a spell equals the DEX strike rank of the sorcerer plus one strike rank for each magic point involved in casting the spell. A sorcerer can choose any strike rank of a melee round on which to begin casting a spell. The time required to cast a spell is counted from the melee round strike rank on which the spell casting begins.

If a spell requires more than 10 strike ranks (including strike ranks for magic points spent, the DEX strike rank, and boosting magic points), then more than one melee round is needed to cast the spell. A spell requiring 37 strike ranks will take 3 melee rounds plus 7 strike ranks to cast if the casting began on strike rank 1.

Determining the Success of the Cast

On the strike rank that the sorcerer completes his spell-casting, the player of the sorcerer rolls percentile dice for a simple success based on his character's chance of casting the spell. If the roll is equal to or less than the sorcerer's simple success chance then the casting was successful and the spell takes effect. The player of the magician must mark off the magic points used in casting the spell as soon as the casting is completed. If the player's percentile die roll was a critical success, then the spell will only cost his character 1 Magic Point and the spell will take effect as usual.

If the roll was greater than the sorcerer's chance of casting the spell but less than a fumbled roll, then only one magic point is lost and the spell has no effect. If the roll was fumbled, then all magic points used in the spell's casting are lost as if the spell roll were successful, but there is no spell effect.

Using Sorcery Skills

A sorcerer may use his Intensity skill to manipulate a spell. Total the magic point costs. The sorcerer's chance of successfully casting a spell is equal to his lowest ability in all of the sorcery skills and spells involved in the casting of that spell.

Limits to Manipulating Spells

A sorcerer can perform a limited number of manipulations upon his spells, as determined by his free INT. Each raising of the intensity level requires one point of free INT. Sorcerers can never cast spells that require more free INT than they possess. Sorcerers may forget spells (at one spell per hour) to gain more free INT.

Subtracting Magic Point Costs

Once the spell is cast, the player must subtract from the adventurer sheet all of the magic points used in the spellcasting. The number of magic points that must be subtracted are equal to the total magic point cost of the spell.

Sorcery Spells

This section lists and describes the spells available to sorcerers. Most are commonly available, widely known, and are straightforward enough to be easily teachable to students.

About Spell Qualifiers

A sorcery spell may have a parenthesized qualifier listed before or after its title. A qualifier is used to specify a particular substance, species, sense, or characteristic that the spell affects. They serve to economically generate a large number of similarly-acting spells. A characteristic qualifier, for example, indicates that the spell works on STR, CON, SIZ, INT, POW, DEX, or APP. One of these characteristics must be specified when the spell is learned.

A species qualifier indicates that a particular species of animal is affected by that spell.

A sense qualifier normally indicates one of the five human senses, but such a spell could affect the special senses of dwarfs or trolls if the adventurer can find a teacher of that spell variant.

Substances qualifiers indicate naturally-found substances affectable by the spell. Substances do not include living tissue, bone, etc. Common substances include: gold, silver, copper, amethyst, iron, coal, tin, emerald, fire, water, earth, air, wood, leather, stone, fire, cotton, brick, bronze, water, dead bone, glass, quartz and darkness.

Of course many other substances exist, and they can be added if the gamemaster allows those spells into the campaign and if the adventurers can find a teacher.

Sorcery Spells

Damage Resistance
Mystic Vision
Neutralize Magic
Palsy
Sense (Substance)
Shapechange (Species) to (Species)
Spell Resistance
Stupefaction
Tap (Characteristic)
Treat Wounds

Spell Descriptions

Each of the spells listed below follows the same format.

Spell Name

Casting Range, Type, Duration
Spell Description (including area of effect, whether the spell is offensive—requiring a magic points vs. magic points roll, and other notes.)

Damage Resistance

Ranged, Passive, Temporal
This spell will protect only the body of the target (not possessions on his or her person). The total damage done to a protected creature or object must overcome the intensity of the spell using the resistance table. If the damage overcomes the resistance of the spell then the full force of the damage will affect the target. The target's armor will then absorb as much of the damage as it can. If the damage does not overcome the Damage Resistance spell then the blow will do no damage to the target but may knock him down.

The Damage Resistance spell will protect the target for its full duration. If it is combined with the divine spell Shield or the spirit spell Protection, the damage is first matched against the Resistance and then, if it passes through to the target, is absorbed by the Protection or Shield spells and any armor worn by the target.

Mystic Vision

Ranged, Active, Temporal
This spell augments the target's visual ability. He will be able to perceive three kinds of things superimposed over the normal images that he sees: the aura of creatures or items which possess Magic Points, magical things which do not regenerate their own magic points but which possess Magic Points; and cast spells or things which have spells cast upon them. With a little practice, the target of the spell will be able to differentiate between these different things automatically.

If this spell is used while the viewer is in a dark room or place where his sensory organs don't function, he will not be able to see even the magical items. This spell does not augment the target's normal Search and Scan abilities.

The caster will know roughly the strength of every aura or spell that he sees. This can be approximated by the gamemaster telling the player of the magician the 10-point range in which the magic points seen fall (i.e. 1-10, 11-20, 21-30, 31-40, etc.).

Increasing the intensity of the Mystic Vision spell will give the caster knowledge as to the nature of the magic that he is seeing. At 5 intensities he will "see" the basic purpose of the magic and the longer he looks the more subtle purposes will be revealed one per full melee round. At 10 levels of intensity he will "see" an image of the creator of the item, and can determine conditions placed on the item.

Neutralize Magic

Ranged, Active, Instant
The sorcerer must pit the intensity of this spell vs. the magic points of the spell to be neutralized on the resistance table. If the attack of the Neutralize spell is successful then the magic spell that was attacked is eliminated. If the resistance roll was failed, then the Neutralize Magic spell has no effect.

When cast against a target, without specifying any particular effect or target, the Neutralize Magic will always first destroy defensive spells, beginning with the most powerful spell that it can affect. However, it may be successfully cast against a specific spell if the caster can magically discern or can otherwise guess the spell.

Palsy

Ranged, Passive, Temporal
This spell affects the nervous system of the target if the caster overcomes the target's Magic Points with his own. Each casting of the spell will immobilize one random hit location of the target if the intensity of the spell is greater than the location's hit points. If the chest, head, or abdomen is affected, the results are the same as if those locations had been reduced to zero hit points, though there is no actual reduction of hit points.

Cormac's Saga

Toggorg the troll had the misfortune to attack Old Naws and his students, thinking them weak city-folk. Old Naws, always prepared, knows Shapechange Troll to Rabbit, so that the nasty critters will at least make a good meal. Toggorg is magically powerful, and has 15 magic points. Old Naws is not taking any chances, and so uses most of his INT to cast an 18 intensity spell. This is greater than Toggorg's MPs. In addition, Old Naws must overcome the troll's 15 magic points with his 20, giving him a 75% chance of success. Old Naws' player was successful with the dice roll, and poor Toggorg now has the form and skills of a newborn, SIZ 27 rabbit, and retains his 9 INT and all of his memories. This is enough meat for the entire party if the rabbit can be caught and eaten before the expiration of the spell's duration.

Sense (Substance)

Ranged, Active, Instant

This spell will cause all sources of the substance within range to glow an appropriate color visible only to the caster. Gold will gleam like the sun, coal will shimmer in darkness, and gems will scintillate. Each level of intensity will penetrate 1 meter of rock, wood, or dirt. If the source is behind a wall of rock, wood, dirt, etc. that the spell can penetrate, then the glow will appear for an instant on the surface closest to the caster.

Shapechange (Species) to (Species)

Touch, Passive, Temporal

When this spell is learned, the specific Species that the magician can affect and the Species he can shapechange his target to must be specified. This spell only works on living things.

In order for this spell to be effective its intensity must be greater than or equal to the magic points of the target, and the caster must overcome the magic points of the target with his own magic points using a resistance roll. If successful the target will be biologically changed, though its SIZ remains constant. The target gains the unfamiliar natural abilities of the new shape at base percentages, and it will not gain magical abilities. The INT and memories of the target remain intact.

Spell Resistance

Ranged, Passive, Temporal

This spell will protect a target (not possessions on his or her person). Any spells cast upon a person or thing protected by Spell Resistance must overcome the spell's intensity using the resistance table. Use the number of magic points that it took to cast the spell as the offensive force. If the attacking spell overcomes the Resistance spell then it will affect the target. If the attacking spell fails to overcome the Resistance then it will have no effect on the target. The Spell Resistance will remain in effect until its duration expires.

Stupefaction

Ranged, Passive, Temporal

In order to be effective, the intensity of this spell must be equal to or greater than the Free INT of the spell's target. If the caster overcomes the magic points of his target, this spell will make the target stop all action and simply stand there, exhibiting no will or interest in what goes on about him. He may be led or forced to walk, eat, or sit, but will take no independent action. He may begin to babble incoherently. The target will remain in this state for the spell's duration or until he or she sustains physical or magical damage.

Tap (Characteristic)

Touch, Active, Temporal

This spell allows the caster to permanently transform characteristic points into either Magic Points or Fatigue points at the discretion of the caster. The magician must be able to physically touch a creature to Tap it. Therefore, he cannot Tap creatures that do not possess SIZ. If he is Tapping a possessed creature, he will reduce the dominant spirit's POW and INT. The caster cannot add to both magic points and Fatigue Points with the same spell, and he is limited in the amount that he can add to magic points or fatigue. Magic Points can only be increased to a level equal to twice the caster's POW, and fatigue increases are limited to twice the caster's normal fatigue level. A magician could Tap his own characteristics.

The characteristic that the sorcerer will learn to tap must be decided when he learns the spell. Points that are Tapped are lost permanently by the victim of the spell, and no characteristic can be Tapped below one point. Skills category modifiers of the target may be changed as a result of this spell.

Tapping Yield

Characteristic	Intensity Required
STR	2
CON	3
SIZ	3
INT	5
POW	1
DEX	2
APP	4

Depending on the characteristic that the sorcerer knows how to tap, he must use one or more levels of intensity to transform 1D6 points of the characteristic into an equal number of Magic or Fatigue Points. These transformed characteristics are added onto the caster's magic point or Fatigue tally, on the character sheet. If the sorcerer's total Magic or Fatigue Points exceed his normal maximums, the extra points will only be available for use until the duration of the Tapping spell expires. Magic points gained in this manner act in every way like normal magic points (i.e. they will add to the sorcerer's chances of his spells affecting a target's resistance), except that they will not be regenerated through rest. Fatigue Points gained in this manner act as normal Fatigue Points.

Only the seven main characteristics (STR, CON, SIZ, INT, DEX, POW, and APP) can be Tapped. However, not all characteristics are equally effective in providing Magic or Fatigue Points. As is shown on the table below, Tapping 1D6 points of INT requires a 5 intensity Tap INT spell, while Tapping POW requires only a 1 intensity Tap POW spell.

Treat Wounds

Touch, Passive, One Hour

This spell can be used to repair damage done to specific hit locations by increasing the natural rate of healing of the target. It cannot be used to heal poison, acid, or other damage that is solely measured against CON. A wound treated with at least an intensity-2 Treat Wound spell will stop bleeding immediately. The treated creature will recover one point of total hit point damage and one point of damage in the affected location per hour until the location is healed. Then the effects of the spell cease. The location healed will be the one touched by the caster of the spell. The duration of this spell increases automatically with the intensity.

Treat Wounds often requires the use of a component to be effective. Special roots, herbs, animal organs, or minerals may have to be used.
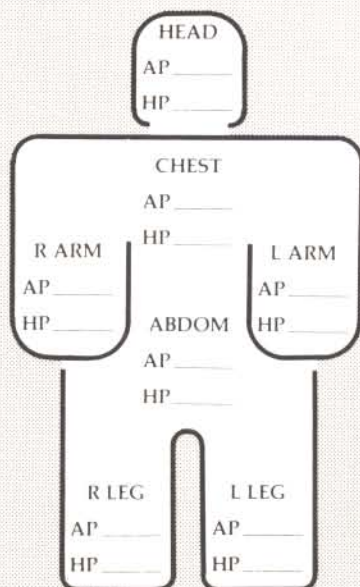
Personal Information

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 (___)		**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)	___		
		Martial Arts (00)	___	**Perception** (___)	
Communication (___)		Mineral Lore (05)	___	Listen (25)	___ ☐
Fast Talk (05)	___ ☐	Plant Lore (05)	___	Scan (25)	___ ☐
Orate (05)	___ ☐	Read / Write Language (00)	___	Search (25)	___ ☐
Sing (05)	___ ☐	___	___	Track (05)	___ ☐
Speak Languages		___	___		
Own (30)	___ ☐			**Stealth** (___)	
___ (00)	___ ☐	Shiphandling (00)	___ ☐	Hide (10)	___ ☐
___ (00)	___ ☐	World Lore (05)	___	Sneak (10)	___ ☐

Magic (___)   (Free INT ___)

Intensity (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 _____

Equipment   ENC

pennies _____
armor _____

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Total ENC: _____
(subtract total ENC from Fatigue)

Body (Hit Locations)

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 _____

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
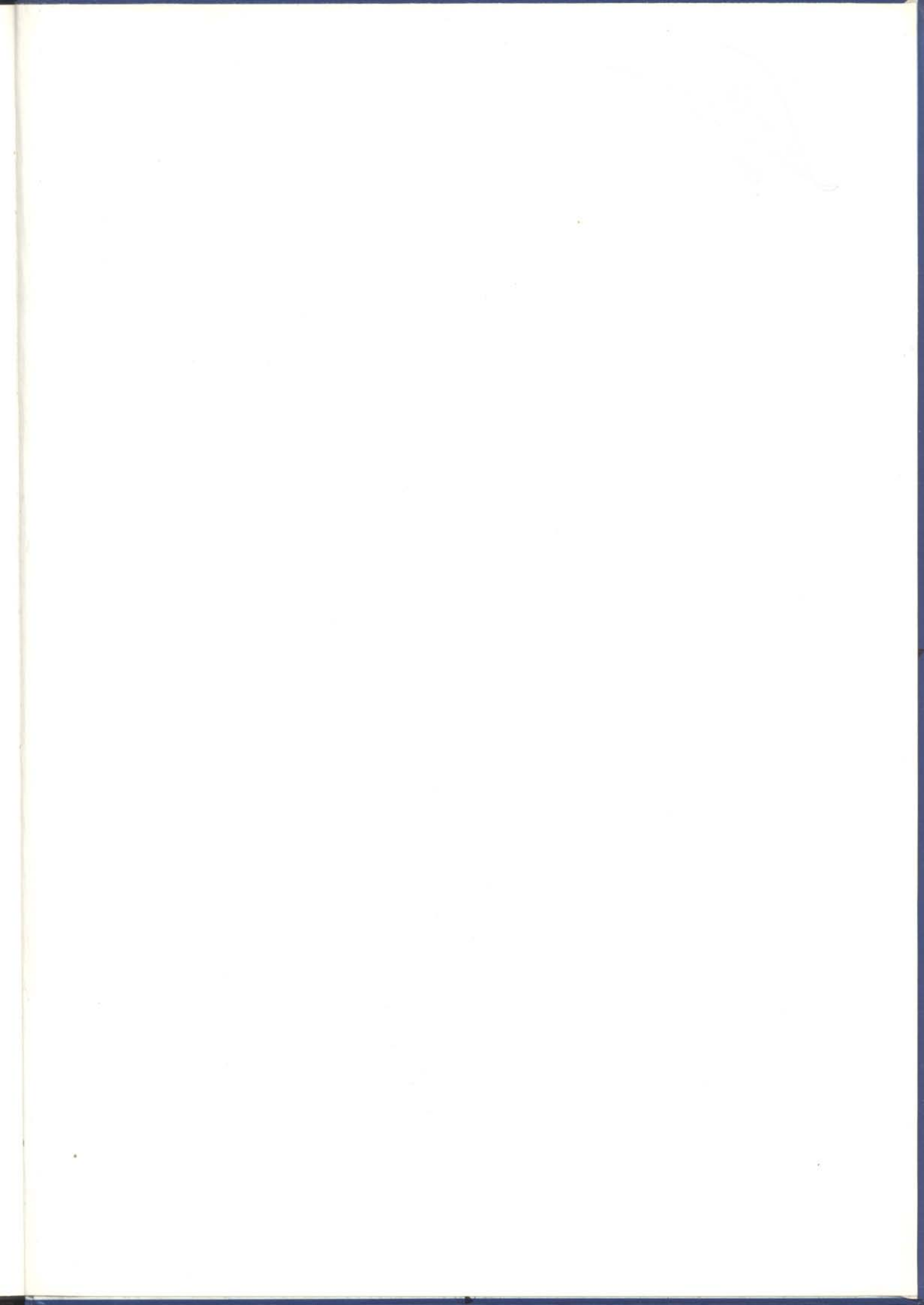
RuneQuest

RuneQuest

Now in hardback book format - **RuneQuest Fantasy Roleplaying Adventure** - one of the world's most acclaimed roleplaying games. Based on Chaosium's Basic Roleplaying system, Games Workshop presents an up-to-date version of this realistic, detailed and sophisticated game.

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This book contains eight main sections:

Introduction - in which the basic rules of roleplaying are explained

Creating An Adventurer - in which the system for creating the heroes you will play is detailed.

Game System - a guide to the rules for playing the game, which provide its sophisticated pattern of play.

Combat - the rules for handling combat man-to-man - or man-to-beast!

Skills - details of the varying skills and abilities each unique character may learn

The World - rules for developing the realism of the world around you

Creatures - varied and exciting creatures, with detailed descriptions and complete stats

Magic - the three forms of magic that bring the fantastic into reality.