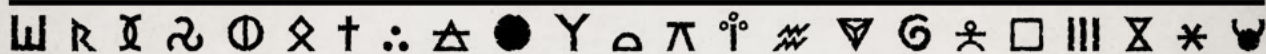


RUNEQUEST



PLAYERS PACK

**BY JEFF RICHARD, GREG STAFFORD,
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Dedicated to Greg Stafford, 1948–2018.

*“Mythology is all about meaning. The physical sciences and the physical world
can tell us what things are, but they can’t tell us what they mean.”*

Thank you for opening the door to Glorantha and showing us how to see the invisible worlds of our fantasy.

*Orlanth King of Storms bless the Colymar and their friends and grant them victory
over their enemies.*



CHARACTER CREATION CHECKLIST

STEP 1. HOMELAND □

- Select your Homeland from the options allowed by your gamemaster. If Praxian, also select your Beast Nomad tribe. **Pages 23–26**
- Your Homeland determines initial Passions. **Page 26**
- If you are playing a non-human from the *GLORANTHA BESTIARY* (with the gamemaster's permission), determine your race. This may modify or replace your Homeland selection. Do not generate a family history and skip directly to *Step 3: Rune Affinities*. The gamemaster may need to adjust certain results on subsequent steps, as appropriate.

STEP 2. FAMILY HISTORY □

- Pick or roll an occupation for the grandparent that had the greatest influence on your adventurer. Determine events for their life by selecting or rolling on the tables. When they retire or die, continue with your most influential parent, then yourself. This family and personal history can improve skills, Runes, Passions, Reputation, and offer other benefits. If a background offers a new Passion, it begins at 60%. If it's a Passion you already have, add +10% to it. No Passion may be increased to more than 100% during adventurer creation. **Pages 27–35**

STEP 3. RUNE AFFINITIES □

- Select your Elemental Rune affinities and assign them values of 60%, 40%, and 20%. **Page 45**
- Add your cultural Rune modifier. **Page 45**
- Choose your Power | Form Runes: two at 75% and the opposing Runes at 25%, so that they total 100%. **Page 49**
- Distribute an additional 50% among any of your Runes. Increases to one Power|Form Rune results in an automatic decrease in the opposing Rune. **Pages 49–50**

STEP 4. CHARACTERISTICS □

- Determine your characteristics by the method your gamemaster assigns. The default is rolling 3D6 (STR, CON, DEX, POW, and CHA) and 2D6+6 (INT and SIZ). **Page 53**
- Add your Rune modifiers to your characteristics: +2 for primary Elemental Rune, +1 for secondary Rune. **Page 53**
- Add your Homeland modifier. **Page 53**
- Calculate your attributes (magic points, hit points, healing rate, damage bonus, spirit combat damage, maximum ENC, DEX/SIZ strike ranks, and skill category modifiers). **Pages 54–60**
- Add Homeland modifiers to skill base chances. **Pages 60–63**
- Add your skill modifiers to all skills that are above 0%. **Page 61**

STEP 5. OCCUPATION □

- Pick an occupation and apply the occupational skill modifiers. Each occupation has some suggested cults, which you might choose from. Also, some occupations offer special abilities or allow access to specialized knowledge and magic. Some also have requirements for entry. **Pages 63–73**
- Choose one favored Passion at 60% or increase one you already have by +10% (up to a maximum of 100%). **Pages 63–73**
- Note the standard of living, base income, ransom, and any starting equipment. **Pages 63–73**

CHARACTER CREATION CHECKLIST CONT.

STEP 6. CULT □

- Select a cult for your adventurer, perhaps guided by your choice of Homeland and occupation. Your cult should match at least one of your Rune affinities. You begin with 3 Rune points in that cult. **Pages 73–79**
- Add your cult's starting skill bonuses. All cults also start with Cult Lore (deity) +15%, Worship (deity) +20%, and Meditate+5%. Then add +20% to one cult skill of your choice and +15% to a second cult skill. **Pages 73–79**
- You begin with all common Rune spells (see list on page 74) and three special Rune spells for that cult. You can sacrifice 1 point of POW to gain another Rune point and learn one additional special Rune spell. **Pages 74–79**
- You begin with 5 points worth of spirit magic from the choices offered for your cult. Alternately, if your cult teaches Sorcery, learn up to three spells from their list. **Pages 74–79**
- You may take one of your cult's favored Passions at 60% or increase one you already have by +10%. **Pages 74–79**

STEP 7. SKILLS □

- Add +25% to any four skills of your choice and +10% to five more skills as your personal skill bonuses, up to a maximum of 100%. **Page 79**
- Determine your skill in languages (Speak, Read/Write) related to those you know. **Pages 80, 173, 181**

STEP 8. OTHER INFORMATION □

- Decide on other details, like gender, name, age and birth day, handedness, scars, family, tribe, city, clan. The Homeland chapter contains sample names appropriate to each culture. **Pages 81–82**
- All adventurers begin with a family heirloom: roll on the Family Heirloom table. **Page 83**
- Your adventurer's starting Reputation is 5%, +5% if the Standard of Living is Free, and +10% if it is Noble. This may be modified by family/personal history determination and/or an heirloom.
- Your adventurer's Movement (MOV) is 8.





FAMILY

GRANDPARENTS

Grandfather _____ Dead? ☐
Grandmother _____ Dead? ☐

AUNTS & UNCLES

_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐

FAMOUS ANCESTORS

PARENTS

Father _____ Dead? ☐
Mother _____ Dead? ☐

SIBLINGS

_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐

CLAN & TRIBAL LEADERS

FAMILY EVENTS

MARRIAGE

MARRIAGE TYPE

STATUS

CHILDREN

Spouse _____ G _____ Dead? ☐
Spouse _____ G _____ Dead? ☐
Events _____

_____ G _____ Dead? ☐ _____ G _____ Dead? ☐
_____ G _____ Dead? ☐ _____ G _____ Dead? ☐
_____ G _____ Dead? ☐ _____ G _____ Dead? ☐

HOLDINGS

HARVEST

MODIFIER

HOUSEHOLD

Last Year's Omen _____
Raiding _____
Heroquest _____
Previous Year's Harvest _____
Next Year's Omen _____

Description _____

_____ Hides _____
Tenant(s) _____

ADVENTURER INCOME

Base Income _____ L Special Notes _____

MOUNT | ELEMENTAL | ALLY

NAME _____	TYPE _____	ATTACK	%	DAMAGE	RANGE	SR	PTS	LOCATION	D20	ARMOR/HP					
STR _____	CON _____	SIZ _____	DEX _____	INT _____						/					
POW _____	CHA _____	MOV _____	HP _____	MP _____						/					
DAMAGE BONUS _____	DEX SR _____	SIZ SR _____								/					
PASSIONS _____		SKILLS _____								/					
RUNES _____	PTS _____									/					
MAGIC _____										/					
		HIT POINTS	DEAD	0	1	2	3	4	5	6	7	8	9		/
NOTE _____	RANSOM _____ (L)	10	11	12	13	14	15	16	17	18	19	20	21		/



ADVENTURER BACKGROUND WORKSHEET

HOMELAND

Homeland _____

BASE PASSIONS

Love (family) _____

Loyalty (clan) _____

Loyalty (tribe) _____

Hate _____

Other _____

PARENTAGE

Favored Grandparent _____

Occupation _____

Favored Parent _____

Occupation _____

Other Grandparent _____

Occupation _____

Other Parent _____

Occupation _____

FAMILY HISTORY

FAVORED GRANDPARENT'S HISTORY

If killed, stop and move to Favored Parent's History, or continue using your other grandparent.

YEAR	EVENT	RESULTS	FATE
1561	Your favored grandparent was born by this year.		
1582			Killed? <input type="checkbox"/>
	Your parents were born by this year.		
1597			Killed? <input type="checkbox"/>
1602			Killed? <input type="checkbox"/>
1603-4			Killed? <input type="checkbox"/>
	Your parents are married by now, if at all. Your adventurer was born sometime in 1604.		
1605			Killed? <input type="checkbox"/>

If your favored grandparent survives this long, they retire from adventuring. Now your favored parent begins adventuring. Determine your mother's and father's siblings, if desired. See the Family section on the Family & Holdings sheet.

FAVORED PARENT'S HISTORY

If killed, stop and move to Your History, or continue using your other parent. Determine your siblings, if desired.

YEAR	EVENT	RESULTS	FATE
1608			Killed? <input type="checkbox"/>
1610			Killed? <input type="checkbox"/>
1613			Killed? <input type="checkbox"/>
1615			Killed? <input type="checkbox"/>
1616			Killed? <input type="checkbox"/>
1618			Killed? <input type="checkbox"/>
1619			Killed? <input type="checkbox"/>
1620			Killed? <input type="checkbox"/>
1621			Killed? <input type="checkbox"/>

If your favored parent survives this long, they retire from adventuring. Congratulations! It's time for your own history.

YOUR HISTORY

You come of age and your adventures begin.

YEAR	EVENT	RESULTS
1622		
1623		
1624		
1625		

Now it's time for new adventures!

TREASURE AND BOONS

FAMOUS ANCESTORS AND REPUTATION

RUNEQUEST

Name _____ Birth Year _____ Age _____
Gender _____ Homeland _____
Tribe _____ Clan _____
Occupation _____ Ransom _____ (L) Base Income _____ (L)
Reputation _____ Standard of Living _____
Campaign _____ Player _____

HEAD 19-20

AP _____
HP _____

ARMOR & HIT LOCATIONS

R. ARM 13-15

AP _____
HP _____

L. ARM 16-18

AP _____
HP _____

SHIELD

PARRY _____

HP _____

DMG _____

CHEST 12

AP _____
HP _____

ABDOMEN 9-11

AP _____
HP _____

R. LEG 1-4

AP _____
HP _____

L. LEG 5-8

AP _____
HP _____

ELEMENTAL RUNE AFFINITIES

FIRE

AIR

MOON

DARKNESS

EARTH

WATER

POWER RUNE AFFINITIES

MAN

FERTILITY

DEATH

HARMONY

DISORDER

TRUTH

ILLUSION

STASIS

BEAST

MOVEMENT

CHARACTERISTICS

STR _____ CON _____ SIZ _____ DEX _____

INT _____ POW _____ CHA _____

Damage Bonus _____ SIZ SR _____ DEX SR _____ Healing Rate _____ /week

PASSIONS

Honor ☐

(_____)	_____	<input type="checkbox"/>
(_____)	_____	<input type="checkbox"/>
(_____)	_____	<input type="checkbox"/>
(_____)	_____	<input type="checkbox"/>
(_____)	_____	<input type="checkbox"/>
(_____)	_____	<input type="checkbox"/>
(_____)	_____	<input type="checkbox"/>

WEAPONS

Melee _____ % DMG ENC HP SR _____

_____	_____	_____	_____	_____	_____	<input type="checkbox"/>
_____	_____	_____	_____	_____	_____	<input type="checkbox"/>
_____	_____	_____	_____	_____	_____	<input type="checkbox"/>
_____	_____	_____	_____	_____	_____	<input type="checkbox"/>

Missile _____ % DMG ENC HP SR _____

_____	_____	_____	_____	_____	_____	<input type="checkbox"/>
_____	_____	_____	_____	_____	_____	<input type="checkbox"/>
_____	_____	_____	_____	_____	_____	<input type="checkbox"/>

COMBAT NOTES

HIT POINTS

DEAD	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	

MAGIC POINTS

UNC	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	

MAGIC NOTES

SORCEROUS RUNES & TECHNIQUES

Free INT _____

SPIRIT COMBAT

Spirit Combat ☐ Spirit Combat Damage _____

Notes _____

SPIRIT MAGIC

CHA Limit _____

RUNE MAGIC

ABILITY

	Modifier	
Boat (05)	<input type="checkbox"/>	
Climb (40)	<input type="checkbox"/>	
Dodge (DEX x2)	<input type="checkbox"/>	
Drive (05)	<input type="checkbox"/>	
Jump (DEX x3)	<input type="checkbox"/>	
Ride () (05)	<input type="checkbox"/>	
Swim (15)	<input type="checkbox"/>	

COMMUNICATION

	Modifier	
Act (05)	<input type="checkbox"/>	
Art (05)	<input type="checkbox"/>	
Bargain (05)	<input type="checkbox"/>	
Charm (15)	<input type="checkbox"/>	
Dance (10)	<input type="checkbox"/>	
Disguise (05)	<input type="checkbox"/>	
Fast Talk (05)	<input type="checkbox"/>	
Intimidate (15)	<input type="checkbox"/>	
Intrigue (05)	<input type="checkbox"/>	
Orate (10)	<input type="checkbox"/>	
Sing (10)	<input type="checkbox"/>	
Speak Other Language		
() (00)	<input type="checkbox"/>	
() (00)	<input type="checkbox"/>	
Speak Own Language		
() (50)	<input type="checkbox"/>	

KNOWLEDGE

	Modifier	
Alchemy (00)	<input type="checkbox"/>	
Animal Lore (05)	<input type="checkbox"/>	
Battle (10)	<input type="checkbox"/>	
Bureaucracy (00)	<input type="checkbox"/>	
Celestial Lore (05)	<input type="checkbox"/>	
Cult Lore		
() (05)	<input type="checkbox"/>	
Customs (local) (25)	<input type="checkbox"/>	
Customs () (00)	<input type="checkbox"/>	
Elder Race Lore (05)	<input type="checkbox"/>	
Evaluate (10)	<input type="checkbox"/>	
Farm (10)	<input type="checkbox"/>	
First Aid (10)	<input type="checkbox"/>	
Game (15)	<input type="checkbox"/>	
Herd (05)	<input type="checkbox"/>	
Homeland Lore (own) (30)	<input type="checkbox"/>	
Homeland Lore		
() (00)	<input type="checkbox"/>	
Library Use (00)	<input type="checkbox"/>	
Manage Household (0)	<input type="checkbox"/>	
Mineral Lore (05)	<input type="checkbox"/>	
Peaceful Cut (10)	<input type="checkbox"/>	
Plant Lore (05)	<input type="checkbox"/>	
Read/Write		
() (00)	<input type="checkbox"/>	
Shiphandling (00)	<input type="checkbox"/>	
Survival (15)	<input type="checkbox"/>	
Treat Disease (05)	<input type="checkbox"/>	
Treat Poison (05)	<input type="checkbox"/>	

MAGIC

	Modifier	
Meditate (00)	<input type="checkbox"/>	
Prepare Corpse (10)	<input type="checkbox"/>	
Sense Assassin (00)	<input type="checkbox"/>	
Sense Chaos (00)	<input type="checkbox"/>	
Spirit Combat (20)	<input type="checkbox"/>	
Spirit Dance (00)	<input type="checkbox"/>	
Spirit Lore (00)	<input type="checkbox"/>	
Spirit Travel (10)	<input type="checkbox"/>	
Understand Herd Beast (00)	<input type="checkbox"/>	
Worship		
() (05)	<input type="checkbox"/>	
() (05)	<input type="checkbox"/>	

MANIPULATION

	Modifier	
Conceal (05)	<input type="checkbox"/>	
Craft () (15)	<input type="checkbox"/>	
() (10)	<input type="checkbox"/>	
Devise (05)	<input type="checkbox"/>	
Play Instrument () (5)	<input type="checkbox"/>	
Sleight (05)	<input type="checkbox"/>	

PERCEPTION

	Modifier	
Insight (own species) (20)	<input type="checkbox"/>	
Insight () (00)	<input type="checkbox"/>	
() (00)	<input type="checkbox"/>	
Listen (25)	<input type="checkbox"/>	
Scan (25)	<input type="checkbox"/>	
Search (25)	<input type="checkbox"/>	
Track (05)	<input type="checkbox"/>	

STEALTH

	Modifier	
Hide (10)	<input type="checkbox"/>	
Move Quietly (10)	<input type="checkbox"/>	

OTHER SKILLS

	Modifier	
	<input type="checkbox"/>	
	<input type="checkbox"/>	
	<input type="checkbox"/>	

MELEE WEAPONS

	Modifier	
1H Axe (10)	<input type="checkbox"/>	
2H Axe (05)	<input type="checkbox"/>	
Broadsword (10)	<input type="checkbox"/>	
Dagger (15)	<input type="checkbox"/>	
Kopis (10)	<input type="checkbox"/>	
1H Mace (15)	<input type="checkbox"/>	
Pike (15)	<input type="checkbox"/>	
Rapier (10)	<input type="checkbox"/>	
Shortsword (10)	<input type="checkbox"/>	
1H Spear (includes Lance) (05)	<input type="checkbox"/>	
2H Spear (15)	<input type="checkbox"/>	

MISSILE WEAPONS

	Modifier	
Composite Bow (05)	<input type="checkbox"/>	
Crossbow (25)	<input type="checkbox"/>	
Javelin (10)	<input type="checkbox"/>	
Pole Lasso (05)	<input type="checkbox"/>	
Self Bow (05)	<input type="checkbox"/>	
Sling (05)	<input type="checkbox"/>	
Throwing Dagger (05)	<input type="checkbox"/>	
Thrown Axe (10)	<input type="checkbox"/>	

SHIELDS

	Modifier	
Small Shield (15)	<input type="checkbox"/>	
Medium Shield (15)	<input type="checkbox"/>	
Large Shield (15)	<input type="checkbox"/>	

NATURAL WEAPONS

	Modifier	
Fist (25)	<input type="checkbox"/>	
Grapple (25)	<input type="checkbox"/>	
Kick (15)	<input type="checkbox"/>	

ADDITIONAL MAGIC

NOTES

GEAR, TREASURE, & MAGIC ITEMS

	Max ENC	ENC
Wheels (W)	Lunars (L)	Clacks (C)
Bolgs (B)	Goods (L)	

ADVENTURER BACKGROUND WORKSHEET

HOMELAND

Homeland _____

BASE PASSIONS

Love (family) _____

Loyalty (clan) _____

Loyalty (tribe) _____

Hate _____

Other _____

PARENTAGE

Favored Grandparent _____

Occupation _____

Favored Parent _____

Occupation _____

Other Grandparent _____

Occupation _____

Other Parent _____

Occupation _____

FAMILY HISTORY

FAVORED GRANDPARENT'S HISTORY

If killed, stop and move to Favored Parent's History, or continue using your other grandparent.

YEAR	EVENT	RESULTS	FATE
1561	Your favored grandparent was born by this year.		
1582			Killed? <input type="checkbox"/>
	Your parents were born by this year.		
1597			Killed? <input type="checkbox"/>
1602			Killed? <input type="checkbox"/>
1603-4			Killed? <input type="checkbox"/>
	Your parents are married by now, if at all. Your adventurer was born sometime in 1604.		
1605			Killed? <input type="checkbox"/>

If your favored grandparent survives this long, they retire from adventuring. Now your favored parent begins adventuring. Determine your mother's and father's siblings, if desired. See the Family section on the Family & Holdings sheet.

FAVORED PARENT'S HISTORY

If killed, stop and move to Your History, or continue using your other parent. Determine your siblings, if desired.

YEAR	EVENT	RESULTS	FATE
1608			Killed? <input type="checkbox"/>
1610			Killed? <input type="checkbox"/>
1613			Killed? <input type="checkbox"/>
1615			Killed? <input type="checkbox"/>
1616			Killed? <input type="checkbox"/>
1618			Killed? <input type="checkbox"/>
1619			Killed? <input type="checkbox"/>
1620			Killed? <input type="checkbox"/>
1621			Killed? <input type="checkbox"/>

If your favored parent survives this long, they retire from adventuring. Congratulations! It's time for your own history.

YOUR HISTORY

You come of age and your adventures begin.

YEAR	EVENT	RESULTS
1622		
1623		
1624		
1625		

Now it's time for new adventures!

TREASURE AND BOONS

FAMOUS ANCESTORS AND REPUTATION



RUNEQUEST



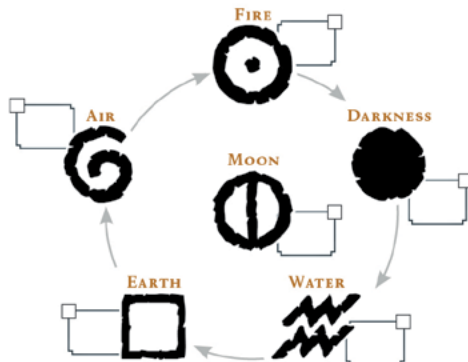
W R I R O X + : A B Y A P I # V G A Q I I X * W
ROLEPLAYING IN GLORANTHA

Name _____ Birth Year _____ Age _____ Occupation _____ Ransom _____ (L)
Gender _____ Homeland _____ Reputation _____ Standard of Living _____ Base Income _____ (L)
Species _____ Subtype _____ Campaign _____ Player _____

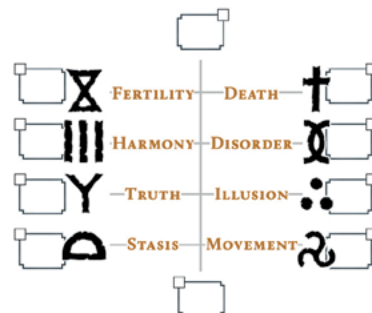
ARMOR AND HIT LOCATIONS

ROLL	LOCATION	AP	HP
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

ELEMENTAL RUNE AFFINITIES



POWER RUNE AFFINITIES



CHARACTERISTICS

STR _____ CON _____ SIZ _____ DEX _____

INT _____ POW _____ CHA _____

Damage Bonus _____ SIZ SR _____ DEX SR _____ Healing Rate _____ /week

PASSIONS

Honor _____ ☐

_____	(_____)	_____ <input type="checkbox"/>
_____	(_____)	_____ <input type="checkbox"/>
_____	(_____)	_____ <input type="checkbox"/>
_____	(_____)	_____ <input type="checkbox"/>
_____	(_____)	_____ <input type="checkbox"/>
_____	(_____)	_____ <input type="checkbox"/>
_____	(_____)	_____ <input type="checkbox"/>
_____	(_____)	_____ <input type="checkbox"/>

WEAPONS

Melee	%	DMG	ENC	HP	SR
_____	_____	_____	_____	_____	_____ <input type="checkbox"/>
_____	_____	_____	_____	_____	_____ <input type="checkbox"/>
_____	_____	_____	_____	_____	_____ <input type="checkbox"/>
_____	_____	_____	_____	_____	_____ <input type="checkbox"/>

Missile	%	DMG	ENC	HP	Range	Rate
_____	_____	_____	_____	_____	_____	_____ <input type="checkbox"/>
_____	_____	_____	_____	_____	_____	_____ <input type="checkbox"/>
_____	_____	_____	_____	_____	_____	_____ <input type="checkbox"/>

COMBAT NOTES

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

HIT POINTS															
DEAD	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14

CULTS

Cult _____ Rank _____

RUNE POINTS _____ 0 1 2 3 4 5 6 7 8 9 10 11 12

Sub- or Associated Cults _____

Cult _____ Rank _____

RUNE POINTS _____ 0 1 2 3 4 5 6 7 8 9 10 11 12

SPIRIT COMBAT

Spirit Combat _____ ☐ Spirit Combat Damage _____

Notes _____

SPIRIT MAGIC

_____ CHA Limit _____

RUNE MAGIC

SORCEROUS RUNES AND TECHNIQUES

_____ Free INT _____

BASE SKILL VALUES

Skills in bold and shown with a ☐ on the adventurer sheet can be improved during play through experience, training, and research. Non-bolded skills can only be trained through training or research, or through extraordinary means.

Agility

Boat (05)
Climb (40)
Dodge (DEX×2)
Drive Chariot (05)
Jump (DEX×3)
Ride (mount type) (05)
Swim (15)

Communication

Act (05)
Art (05)
Bargain (05)
Charm (15)
Dance (10)
Disguise (05)
Fast Talk (05)
Intimidate (15)
Intrigue (05)
Orate (10)
Sing (10)
Speak Own Language (50)
Speak Other Language (00)

Knowledge

Alchemy (00)
Animal Lore (05)
Battle (10)
Bureaucracy (00)
Celestial Lore (05)
Cult Lore (specific cult) (05)
Customs (local 25/all others 00)
Elder Race Lore (race) (05)
Evaluate (10)
Farm (10)
First Aid (10)
Game (15)
Herd (05)
Homeland Lore (local) (30)
Homeland Lore (other) (00)
Library Use (00)

Manage Household (10)

Mineral Lore (05)
Peaceful Cut (10)
Plant Lore (05)
Read/Write (language) (00)
Shiphandling (00)
Survival (15)
Treat Disease (05)
Treat Poison (05)

Magic

Meditate (00)
Prepare Corpse (10)
Sense Assassin (00)
Sense Chaos (00)
Spirit Combat (20)
Spirit Dance (00)
Spirit Lore (00)
Spirit Travel (10)
Understand Herd Beast (00)
Worship (deity) (05)

Manipulation

Conceal (05)
Craft (specific craft) (10)
Devise (05)
Melee Weapon (Base Value)
Missile Weapon (Base Value)
Play Instrument (05)
Shield (Base Value)
Sleight (05)

Perception

Insight (species/others) (20/00)
Listen (25)
Scan (25)
Search (25)
Track (05)

Stealth

Hide (10)
Move Quietly (10)

Weapon Base Values

Melee Weapons

1H Axe (10)
2H Axe (05)
Broadsword (10)
Dagger (15)
Fist (25)
Grapple (25)
1H Hammer (10)
2H Hammer (05)
Kick (15)
Kopis (10)
1H Mace (15)
2H Mace (10)
Pike (15)
Quarterstaff (15)
Rapier (05)
Shortsword (10)
1H Spear (05) (includes Lance)
2H Spear (15)

Missile Weapons

Arbalest (10)
Axe, Throwing (10)
Composite Bow (05)
Crossbow, All Types (25)
Dagger, Throwing (05)
Elf Bow (05)
Javelin (10)
Pole Lasso (05)
Rock (15)
Self Bow (05)
Sling (05)
Staff Sling (10)
Thrown Axe (10)
Throwing Dagger (05)

Shields

Large Shield (15)
Medium Shield (15)
Small Shield (15)

WHAT DO SKILL PERCENTAGES MEAN?

- **Novice (25% or less):** A skill rating in this range suggests a largely untrained skill. The adage “knows enough to be dangerous” applies well here.
- **Amateur (26–50%):** Ratings in this range indicate a little talent, some rudimentary training, or dabbling in the skill.
- **Professional (51–75%):** At this rating, the adventurer can make a living using the skill.
- **Veteran (76–90%):** Skills in this range indicate advanced expertise.
- **Master (91%+):** Ratings of 91% or more indicate mastery of the skill.

RESULTS

Whenever the result of an ability roll is needed, roll a D100 and compare the result with the ability's rating, plus or minus any modifiers. Results, from best to worse, are:

- **Critical Success:** A roll of 5% (1/20) or less of the modified chance. A roll of 1 is always a critical success. The effect depends on the ability: weapons ignore armor and do special success results (see below), etc. A critical success always beats a normal or special success in an opposed roll.
- **Special Success:** A roll of 20% (1/5) or less of the modified chance. The effect depends on the ability being used: weapons do special damage, etc. In an opposed roll, a special success beats a normal success.
- **Success:** A roll of equal to or less than the modified chance. A 01–05 always succeeds, even if the chance is lower. In an opposed roll, a success beats a failure, but ties with another success.

- **Failure:** A roll of greater than the modified chance. A 96–00 always fails, even if the chance is higher. Nothing is accomplished. Any success beats a failure in an opposed roll.
- **Fumble:** A roll of 5% (1/20) or less of the modified chance of failure. A “00” always fails. The worst possible result, usually with disastrous consequences. In an opposed roll, a fumble is always worse than any other result.

CHARACTERISTIC MULTIPLIERS

MULTIPLIER	CIRCUMSTANCE
×5	Simple action
×4	Easy
×3	Moderate
×2	Hard
×1	Very hard
×0.5	Nearly impossible

RESISTANCE TABLE







	ACTIVE CHARACTERISTIC																				
	1	2	3	4	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21
PASSIVE CHARACTERISTIC	1	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140	145
	2	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140
	3	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135
	4	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130
	05	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125
	06	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120
	07	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115
	08	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110
	09	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105
	10	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100
	11	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95
	12	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
	13	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85
	14	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80
	15	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75
	16	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70
	17	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65
	18	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60
	19	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55
	20	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50
	21	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45

The number indicated is the percentage needed for success. A roll of 1–5 is always a success.









ABILITY RESULTS TABLE

ABILITY	CRITICAL	SPECIAL	SUCCESS	FAILURE	FUMBLE
1-5	1	1	1-5	6-00	96-00
6-7	1	1	Per ability	Per ability	96-00
8-10	1	1-2	Per ability	Per ability	96-00
11-12	1	1-2	Per ability	Per ability	97-00
13-17	1	1-3	Per ability	Per ability	97-00
18-22	1	1-4	Per ability	Per ability	97-00
23-27	1	1-5	Per ability	Per ability	97-00
28-29	1	1-6	Per ability	Per ability	97-00
30	1-2	1-6	Per ability	Per ability	97-00
31-32	1-2	1-6	Per ability	Per ability	98-00
33-37	1-2	1-7	Per ability	Per ability	98-00
38-42	1-2	1-8	Per ability	Per ability	98-00
43-47	1-2	1-9	Per ability	Per ability	98-00
48-49	1-2	1-10	Per ability	Per ability	98-00
50	1-3	1-10	Per ability	Per ability	98-00
51-52	1-3	1-10	Per ability	Per ability	99-00
53-57	1-3	1-11	Per ability	Per ability	99-00
58-62	1-3	1-12	Per ability	Per ability	99-00
63-67	1-3	1-13	Per ability	Per ability	99-00
68-69	1-3	1-14	Per ability	Per ability	99-00
70	1-4	1-14	Per ability	Per ability	99-00
71-72	1-4	1-14	Per ability	Per ability	00
73-77	1-4	1-15	Per ability	Per ability	00
78-82	1-4	1-16	Per ability	Per ability	00
83-87	1-4	1-17	Per ability	Per ability	00
88-89	1-4	1-18	Per ability	Per ability	00
90-92	1-5	1-18	Per ability	Per ability	00
93-95	1-5	1-19	Per ability	Per ability	00
96-97	1-5	1-19	1-95	96-00	00
98-102	1-5	1-20	1-95	96-00	00
103-107	1-5	1-21	1-95	96-00	00
108-109	1-5	1-22	1-95	96-00	00
110-112	1-6	1-22	1-95	96-00	00
113-117	1-6	1-23	1-95	96-00	00
118-122	1-6	1-24	1-95	96-00	00
(higher)	5% ability	20% ability	1-95	96-00	00







ELEMENTS

NAME	SYMBOL	DESCRIPTION
Darkness		The most ancient Rune, the First Born, from whom all other Elements were born or descended. Darkness was the first Element to arise out of the Primal Chaos.
Water		Water was born of Darkness. As an Element, it is called Son of Darkness, Pathway to the Underworld, and Supporter of the Earth.
Earth		Earth is the third Element, Daughter of the Seas, Mother of the Sky, Wife to Many, Supporter of All. At least half the cults in Glorantha include the Earth in some manifestation or other, as Life-Giver, Stone-Father, Shaker, or Primal Ancestress.
Fire/Sky		The Sky is different from the Air, for Air separates the Sky and the Earth. After his defeat by his son, the Sky has been aloof from mankind, although vestiges of his worship, such as the Sun Dome Temple, are still present in the land.
Air		Air is the Fifth Born, the Son of Earth and Sky (Sky was also the son of Earth). He is the Breaker of Laws, Destroyer of Heaven, Fighter Against Darkness, and Liberator of the Sun. He usually manifests as a storm god, such as Orlanth in Sartar or the Storm Bull of Prax.
Moon		Moon is the Sixth Element, little accepted amongst her peers. Outside the Lunar Empire she has hardly any presence at all, though the Moon is sometimes considered a Condition Rune.







POWERS

NAME	SYMBOL	DESCRIPTION
Harmony		Said to represent the Divine Harp with which Order was separated from Chaos. It is quite ancient and revered throughout Glorantha.
Disorder		Directly derived from Chaos. Anarchistic cults claim that this was the first step of creation from Chaos, therefore Disorder is the First Born of the Powers and the foundation of the universe.
Stasis		This Rune is closely connected with the art of alchemy, and the dwarves. They claim that this is the First Rune, for it provided the foundation from which all else was created.
Movement		Denotes the ancient wheel. As usual, there are claims for it to be the First Rune, for there would have been no growth from Chaos without it. Folktales speak of the World Bird which escaped from the Maws of Chaos upon this wheel.
Truth		A Rune of the ancient, all-seeing Sky gods. Said to represent the torch that mortals used to escape from Chaos in the Great Darkness and to survive until the Dawn. Yet another candidate for First Rune, for its constancy and order set creation apart from random, unsettled Chaos.
Illusion		The Puppeteer Troupe, the major cult of the Father of Illusion, always claimed that this was the First Rune, for without Illusion, there would be none of us to think we ever were. They refuse to explain further.
Fertility		Symbolizes the Ancient Cup from which the whole world was poured at the dawn of creation. This is the symbol of growth and life.
Death		Known to be the First Sword, the immortal and cursed weapon which the god Humakt used to bring Death to the world. Others claim this to be the first of the Runes, citing the separation of the world from Chaos as the first action in creation.

FORMS

NAME	SYMBOL	DESCRIPTION
Beast		This Rune is also called the Dragon's Eye, and is supposed to represent the armor plate over the eye of a dragon. Dragons are thought to be the progenitors of all beasts (at least those with four or more legs) though no one has had the nerve to ask a dragon about it. It is thought to have originally been a Dragonewt Rune, and its complexity would indicate this.
Man		This Rune represents the humanoid shape and is common among all humanoid races. Some other races interpret it as "slave" or "food." It is said to represent Grandfather Mortal, and numerous folktales are told about him.
Plant		The symbol of the first life upon Glorantha. It is said to symbolize the first Plant god, a son of the Earth and Sea. Many cults have a connection with the Plant Rune, such as Aldrya, whose worship combines the Runes of Earth, Plant, and the Power Rune of Fertility.
Dragonewt		As exotic as the race it represents, it is found only in the Dragon Pass area. Unlike most of the other Form Runes, it is never used with an Elemental Rune.
Spirit		This Rune describes disembodied entities existing in the Spirit World.
Chaos		Descriptive of beings tainted by Chaos. The Chaos Rune might be combined with any other Rune, as nothing is totally safe from its influence.

CONDITIONS

NAME	SYMBOL	DESCRIPTION
Mastery		This all-purpose Rune can symbolize the mastery of mortals, of magic, or of elements. As the mastery of mortals, it describes a Hero; as the mastery of magic, it symbolizes any cult of reasonable power. The use of such Condition Runes usually masks the true identifying Runes of the cult or person described, although it may also signify the independence of a Hero or powerful magician from cult ties.
Magic		Almost redundant in this magic-rich world, this Rune describes how a cult or individual deals with the power of another Rune. Since it is impossible to deal with Runes without magic, this Rune is especially important.
Infinity		The mark of the gods. One who possesses the Infinity Rune is almost like a god. This Rune is not used lightly, as it implies total control of the power flow around the user, making them invulnerable to almost all magic. It is characteristic of gods, dragons, and the greatest Heroes only.
Luck		Thought to be both an expression of Chaos as well as the stamp of approval of the gods, this Rune is little used, except in the Holy Country, where the Masters of Luck and Death proudly display the symbol of the chance they take with every breath.
Fate		Very few cults use this as an expression of the way of the world. Instead, it is used by downtrodden cultures that have no other explanation for their status, and conversely by those at the top, to justify their own positions.
Law		This Rune describes the immutable laws of the universe and is typically associated with sorcery.

RUNES & CULTS

CULT	SYMBOL	NAME	PAGE	CULT	SYMBOL	NAME	PAGE
Argan Argar: God of Surface Darkness	●	Darkness	289	Lhankor Mhy: Lord of Knowledge	Y	Truth	298
	III	Harmony			△	Stasis	
Babeester Gor: The Avenging Daughter	□	Earth	290	Maran Gor: The Earthshaker	□	Earth	299
	†	Death			†	Death	
					Ⅸ	Disorder	
Chalana Arroy: Goddess of Healing	Ⅹ	Fertility	290	Odayla: Bear God	⊗	Air	300
	III	Harmony			▽	Beast	
Daka Fal: Ancestor Worship	⋈	Man	291	Orlanth: Storm King, God of Farmers, Warriors, and Kings	⊗	Air	300
	Ⅹ	Spirit			⋈	Movement	
Eiritha: Herd Mother	Ⅹ	Fertility	291	Seven Mothers: Recreators of the Red Goddess	⊙	Moon	302
	▽	Beast			Ⅹ	Fertility	
					†	Death	
Engizi: The Sky River Titan	⋈	Water	292	Storm Bull: The Chaos Killer	⊗	Air	305
	⋈	Movement			†	Death	
					▽	Beast	
Ernalda: Earth Queen	□	Earth	292	Waha: The Butcher	⋈	Man	306
	Ⅹ	Fertility			†	Death	
	III	Harmony					
Eurmal: The Trickster	Ⅸ	Disorder	294	Yelm: The Sun Horse	⊙	Fire/Sky	306
	∴	Illusion			†	Death	
	⋈	Movement			Ⅹ	Fertility	
Foundchild: God of Hunting	†	Death	295	Yelmario: Sun God of the Frontier	⊙	Fire/Sky	308
	III	Harmony			Y	Truth	
Humakt: God of Death and War	†	Death	296	Yinkin: Shadowcat God	⊗	Air	310
	Y	Truth			▽	Beast	
Issaries: God of Communication and Trade	III	Harmony	298				
	⋈	Movement					

SKILL AUGMENTS

RESULT	DESCRIPTION
Critical Success	The augmenting ability adds a +50% bonus to the ability to be used for the action being attempted.
Special Success	The augmenting ability adds a +30% bonus to the ability to be used for the action being attempted.
Success	The augmenting ability adds a +20% bonus to the ability to be used for the action being attempted.
Failure	The adventurer subtracts –20% from the ability to be used for the action being attempted.
Fumble	The adventurer subtracts –50% from the ability being used for the action being attempted.

RUNIC INSPIRATION

RESULT	DESCRIPTION
Critical Success	On a critical success, the adventurer adds +50% to the chosen ability for an appropriate duration determined by the gamemaster. The Rune gets an experience check.
Special Success	On a special success, the adventurer adds +30% to the chosen ability for an appropriate duration determined by the gamemaster. The Rune gets an experience check.
Success	The adventurer adds +20% to the ability being augmented for an appropriate duration determined by the gamemaster. The Rune gets an experience check.
Failure	On a failure, the adventurer subtracts –20% from all further rolls using that Rune until they can spend a day meditating on the Rune.
Fumble	On a fumble, the adventurer immediately loses –1D10% from the Rune (which results in a corresponding increase in an opposed Power or Form Rune) and is overcome by psychic turmoil. This turmoil might last for a few minutes or a few days as determined by the gamemaster. Consult the Psychic Turmoil table for the duration. During this time, the adventurer cannot use that Rune at all (including Rune magic based on that Rune). The adventurer must even avoid acting in accordance with the Rune during that time.

PSYCHIC TURMOIL

1D10	LENGTH OF TURMOIL
1–3	1D10 melee rounds
4–7	4D10+10 melee rounds
8–9	Until sunset, sunrise, or similar length of time
10	1D3 game days

DESPAIR

1D10	LENGTH OF TURMOIL
1–3	1D10 melee rounds
4–7	4D10+10 melee rounds
8–9	Until sunset, sunrise, or similar length of time
10	1D3 game days

PASSION INSPIRATION

RESULT	DESCRIPTION
Critical Success	The adventurer is inspired and acts very strongly in accordance with the Passion. One ability of the player's choice temporarily receives a +50% bonus, and remains so throughout the duration of the task or situation that evoked the Passion roll. An experience check is gained in the Passion.
Special Success	The adventurer is inspired and acts strongly in accordance with the Passion. One ability of the player's choice temporarily receives a +30% bonus, and remains so throughout the duration of the task or situation that evoked the Passion roll. An experience check is gained in the Passion.
Success	If successful, the adventurer is inspired and acts in accordance with the Passion. Immediately add +20% to one ability for the duration of the task or situation that evoked the Passion roll. An experience check is gained in the Passion.
Failure	The adventurer is despondent. The adventurer subtracts –10% from all further rolls made for the duration of the situation that brought on the state.
Fumble	The adventurer is crushed by negative thoughts. The Passion is immediately reduced by –1D10% from the Passion's rating and the adventurer is overcome by despair. Despair might last for a few minutes or a few days, as determined by the gamemaster based on a roll on the Despair table. For the duration of the despair, the adventurer is effectively incapable of doing anything more than running away or hiding.

STRIKE RANK MODIFIERS

READINESS	SR
Prepared spell or weapon	0
Prepare a new weapon, reload a missile weapon, spell, or ready a missile (arrow, sling stone, crossbow bolt, etc.).	+5
Magic Points	
Each magic point used	+1
Spirit Magic	
Each +1 boosting	+1
Sorcery Spell	
Each additional level of intensity	+2
Weapon Length*	
2+ meters	0
1.5–1.9 meters	1
1.0–1.4 meters	2
0.5–0.9 meters	3
0–0.4 meters	4
Movement	
Every 3 meters moved	+1
Surprise	
Surprised within 3 meters	3
Surprised within 4–9 meters	1

* Weapon length has already been figured into the weapon descriptions provided on pages 208–209. These values are for reference.

SIZ AND DEX STRIKE RANK MODIFIERS

SIZ	DEX	SR
22+	19+	0
15–21	16–18	1
7–14	13–15	2
1–6	9–12	3
–	6–8	4
–	1–5	5

RATES OF FIRE

ABBR.	DEFINITION
1/MR	One missile per melee round can be thrown/shot.
S/MR	As many missiles as can be fired as strike rank permits, assuming 5 strike ranks to reload.
1/2R	One missile every two melee rounds.
1/3R	One missile every three melee rounds.
1/5R	One missile every five melee rounds.

SUMMARY OF COMBAT RESULTS

Attack

- A normal success does normal rolled damage plus damage bonus.
- A special success does special damage (impale, slashing, crushing) plus damage bonus.
- A critical success ignores armor and does maximum special damage plus damage bonus.

Dodge

- A normal successful Dodge versus a normal attack roll avoids any damage.
- A special success with a Dodge roll is required to avoid a special success attack, and a critical success Dodge roll is required to avoid a critical success attack.
- A fumbled Dodge roll results in the defender being hit automatically, unless the attacking roll is fumbled.
- Each subsequent Dodge and/or parry after the first is reduced by –20%, cumulative.

Parry

A successful parry always blocks an attack to some degree, whether the attack is a normal, special, or critical success.

- Each subsequent parry and/or Dodge after the first is reduced by –20%, cumulative.

SUMMARY OF SPECIAL DAMAGE RESULTS

A special success does one of the following damage results, depending on the weapon being used. A critical success inflicts the maximum possible special damage type and ignores any armor.

Impaling

Impaling does double normal damage. Damage bonus or magical modifiers are applied normally.

The weapon is stuck in the target's body and may need to be freed.

Slashing

Slashing does double normal damage. Damage bonus or magical modifiers are applied normally.

If location hit points are exceeded, target may be incapacitated, and must roll (CON minus damage)×5 or less to remain conscious.

Crushing

Crushing does normal damage and the attacker's damage bonus, plus the maximum rollable damage bonus. Magical modifiers to damage are applied normally.

ATTACK & PARRY RESULTS

	CRITICAL PARRY	SPECIAL PARRY	NORMAL PARRY	FAILED PARRY	FUMBLED PARRY
CRITICAL ATTACK vs.	<p>Attacker rolls normal damage.</p> <p>Defender's parrying weapon takes 1 HP damage if rolled damage is greater than its current HP. Any excess damage goes to affected hit location.</p>	<p>Attacker inflicts maximum special damage.</p> <p>Defender's parrying weapon takes 1 HP damage if rolled damage is greater than its current HP. Any excess damage goes to adjacent hit location, with no armor protection.</p>	<p>Attacker inflicts maximum special damage.</p> <p>Defender's parrying weapon HP reduced by the damage rolled. Any excess damage goes to adjacent hit location, with no armor protection.</p>	<p>Attacker inflicts maximum special damage.</p> <p>Defender takes damage, with no armor protection.</p>	<p>Attacker automatically hits, does maximum special damage.</p> <p>Defender takes damage, with no armor protection, and rolls on Fumbles table.</p>
SPECIAL ATTACK vs.	<p>Attack parried or deflected.</p> <p>Defender rolls parrying weapon's normal damage. Attacking weapon's HP is reduced by 1 HP if damage over its current HP.</p>	<p>Attacker rolls normal damage.</p> <p>Defender's parrying weapon takes 1HP damage if damage more than its current HP. Any excess damage goes to the affected hit location.</p>	<p>Attacker rolls special damage.</p> <p>Defender's parrying weapon takes damage over its HP, with same amount of damage going to adjacent hit location.</p>	<p>Attacker rolls special damage.</p> <p>Defender takes damage.</p>	<p>Attacker rolls special damage.</p> <p>Defender takes damage and rolls on Fumbles table.</p>
NORMAL ATTACK vs.	<p>Attack parried or deflected.</p> <p>Defender rolls parrying weapon's special damage. Attacking weapon's HP is reduced by any damage over its current HP.</p>	<p>Attack parried or deflected.</p> <p>Defender rolls parrying weapon's normal damage. Attacking weapon's HP is reduced by 1 HP if damage over its current HP.</p>	<p>Attacker rolls normal damage.</p> <p>Defender's parrying weapon takes 1HP damage if damage more than its current HP. Any excess damage goes to the affected hit location.</p>	<p>Attacker rolls normal damage.</p> <p>Defender takes damage.</p>	<p>Attacker rolls normal damage.</p> <p>Defender takes damage and rolls on Fumbles table.</p>
FAILED ATTACK vs.	<p>Attack parried or deflected.</p> <p>Defender rolls parrying weapon's special damage. Attacking weapon's HP reduced by the damage rolled.</p>	<p>Attacker parried or deflected.</p> <p>Defender rolls parrying weapon's special damage. Attacking weapon's HP reduced by any damage over its current HP.</p>	<p>Attacker parried or deflected.</p> <p>Defender rolls parrying weapon's normal damage. Attacking weapon's HP reduced by 1 HP if damage over its current HP.</p>	<p>Attacker misses.</p> <p>Defender misses.</p>	<p>Attacker rolls normal damage.</p> <p>Defender takes damage and rolls on Fumbles table.</p>
FUMBLED ATTACK vs.	<p>Attacker rolls on the Fumbles table.</p> <p>Defender rolls parrying weapon's special damage. Attacking weapon's HP reduced by the damage rolled.</p>	<p>Attacker rolls on the Fumbles table.</p> <p>Defender rolls parrying weapon's special damage. Attacking weapon's HP reduced by the damage over its current HP.</p>	<p>Attacker rolls on the Fumbles table.</p> <p>Defender rolls parrying weapon's normal damage. Attacking weapon's HP reduced by 1 HP if damage over its current HP.</p>	<p>Attacker rolls on the Fumbles table.</p> <p>Defender misses.</p>	<p>Attacker rolls on the Fumbles table.</p> <p>Defender rolls on the Fumbles table.</p>

Results that indicate damage to the attacker's weapon are for melee attacks. Missiles such as javelins, spears, thrown knives, etc. may be damaged with a successful parry, but bows, crossbows, etc. are not.

DODGE RESULTS

	CRITICAL SUCCESS	SPECIAL SUCCESS	NORMAL SUCCESS	FAILURE	FUMBLE
CRITICAL DODGE vs.	Attack is dodged successfully.	Attack is dodged successfully.	Attack is dodged.	Attack misses.	Attacker rolls on Fumbles table.
SPECIAL DODGE vs.	Attack does special success damage.	Attack is dodged successfully.	Attack is dodged.	Attack misses.	Attacker rolls on Fumbles table.
NORMAL DODGE vs.	Attack does special success damage, ignores armor.	Attack does special success damage.	Attack is dodged.	Attack misses.	Attacker rolls on Fumbles table.
FAILED DODGE vs.	Attack does maximum special success damage, ignores armor.	Attack does special success damage.	Attack does normal damage.	Attack misses.	Attacker rolls on Fumbles table.
	Attack does maximum special success damage, ignores armor.	Attack does special success damage.	Attack does normal damage.	Attack does normal damage.	Attack fails and Attacker rolls on Fumbles table.
FUMBLED DODGE vs.	Defender rolls on Fumbles table.	Defender rolls on Fumbles table.	Defender rolls on Fumbles table.	Defender rolls on Fumbles table.	Defender roll on Fumbles table.

FUMBLES

D100 NATURE AND EFFECT ON FUMBLER

1–5	Lose next parry.
6–10	Lose next attack.
11–15	Lose next attack and parry.
16–20	Lose next attack, parry, and any Dodge.
21–25	Lose next 1D3 attacks.
26–30	Lose next 1D3 attacks and parries.
31–35	Shield strap breaks; lose shield immediately.
36–40	Shield strap breaks; as above, and lose next attack.
41–45	Armor strap breaks and armor comes loose (roll for hit location to determine which piece of armor is lost).
46–50	Armor strap breaks, as above, and lose next attack and parry.
51–55	Fall and lose parry this round (takes 1D3 rounds to get up).
56–60	Twist ankle; lose half movement rate for 5D10 rounds.
61–63	Twist ankle and fall; apply the effects of 51–55 and 56–60.
64–67	Vision impaired; lose 25% effectiveness on attacks and parries (takes 1D3 rounds unengaged to clear vision).
68–70	Vision impaired; lose 50% effectiveness on attacks and parries (takes 1D6 rounds unengaged to clear vision).
71–72	Vision blocked; lose all attacks and parries (takes 1D6 rounds unengaged to clear vision).
73–74	Distracted; foes attack at +25% effectiveness for next round.
75–78	Attack: Weapon used in attack dropped (takes 1D3 rounds to recover). Parry: Parrying weapon or shield dropped (takes 1D3 rounds to recover).
79–82	Attack: Weapon knocked away (roll 1D6 for number of meters it travels, and roll 1D8 for compass direction it goes; with 1=north, 2=northeast, 3=east, 4=southeast, 5=south, 6=southwest, 7=west, 8=northwest). Parry: Parrying weapon or shield knocked away (roll 1D6 for number of meters it travels and 1D8 for compass direction it goes, as above).
83–86	Attack: Weapon shattered (100% chance if unenchanted; 10% less for each point of battle magic spell on weapon, and 20% less for each point of Rune magic spell on weapon). Parry: Parrying weapon or shield shattered (100% if unenchanted; 10% less for each point of battle magic on object, and 20% less for each point of Rune magic.)
87–89	Attack: Hit nearest friend (hit self if no friend near); do rolled damage. Parry: Wide open; foe automatically hits with normal damage.
90–91	Attack: Hit nearest friend (hit self if no friend near); do full possible damage. Parry: Wide open; foe automatically hits with normal damage.
92	Attack: Hit nearest friend (hit self if no friend near); do critical hit. Parry: Wide open; foe automatically hits with normal damage.
93–95	Attack: Hit self; do rolled damage. Parry: Wide open; foe automatically hits with full possible damage.
96–97	Attack: Hit self; do full possible damage. Parry: Wide open; foe automatically critical hits.
98	Attack: Hit self; do critical hit. Parry: Wide open; foe automatically critical hits.
99	Blow it; roll twice on this table, and apply both results. If this result is rolled again, continue rolling until two other results are achieved.
100	Blow it badly; roll three times on this table, and apply all three results. If this result is rolled again, continue rolling until three other results are achieved.

AXES

CATEGORY	NAME	BASE %	STR	DEX	DAMAGE	HP	ENC	LENGTH	SR	TYPE	COST
Axe, One-handed (1H)	Small Axe	10	7	7	1D6+1	6	1	0.4	4	S	15 L
Axe, One-handed (1H)	Battle Axe	10	13	7	1D8+2	8	2	0.8	3	S	20 L
Axe, Two-handed (2H)	Battle Axe	5	9	7	1D8+2	8	2	0.8	3	S	20 L
Axe, Two-handed (2H)	Great Axe	5	11	7	2D6+2	10	2	1.2	2	S	30 L
Axe, Two-handed (2H)	Dagger-axe	5	13	9	3D6	10	3	1.5–2	1	S	75 L

SWORDS & DAGGERS

CATEGORY	NAME	BASE %	STR	DEX	DAMAGE	HP	ENC	LENGTH	SR	TYPE	COST
Dagger	Dagger	15	—	—	1D4+2	6	(4)	0.2–0.3	4	CT	10 L
Dagger	Dagger, Parrying	15	—	—	1D4+2	8	(3)	0.2–0.3	4	CT	20 L
Dagger	Dagger, Throwing	5	—	9	1D4	6	(6)	0.2	4	CT	20 L
Dagger	Sickle	5	—	—	1D6+1	6	1	0.5	3	S	15 L
Sword, One-handed (1H)	Broadsword	10	9	7	1D8+1	12	1	1	2	CT	50 L
Sword, One-handed (1H)	Kopis	10	9	9	1D8+1	12	1	1	2	S	100 L
Sword, One-handed (1H)	Rapier	10	7	13	1D6+1	8	1	1.2	2	CT	50 L
Sword, One-handed (1H)	Shortsword	10	—	—	1D6+1	12	1	0.6	3	CT	25 L
Sword, Two-handed (2H)	Greatsword	5	11	13	2D8	12	2	1.5	1	S	100 L
Sword, Two-handed (2H)	Rhomphaia	5	11	9	2D6+2	10	2	1.2	2	S	50 L
Sword, Two-handed (2H)	Sickle-sword	5	9	9	1D10+1	12	1	1.2	2	S	60 L

UNARMED ATTACKS

CATEGORY	NAME	BASE %	STR	DEX	DAMAGE	HP	ENC	LENGTH	SR	TYPE	COST
Fist	Cestus, Heavy	25	11	—	1D3+2	8	1	0	4	H	20 L
Fist	Cestus, Light	25	7	—	1D3+1	4	(2)	0	4	H	10 L
Fist	Claw	25	7	9	1D4+1	Arm	1	0	4	CT	25 L
Fist	Fist	25	—	—	1D3	Arm	0	0	4	H	—
Grapple	Grapple	25	—	—	Special	Arm	0	0	4	H	—
Kick	Kick	15	—	—	1D6	Leg	0	0	4	H	—

HAMMERS, MACES & CLUBS

CATEGORY	NAME	BASE %	STR	DEX	DAMAGE	HP	ENC	LENGTH	SR	TYPE	COST
Hammer, One-handed (1H)	Hammer, War	10	11	9	1D6+2	10	1	0.8	3	C	20 L
Hammer, Two-handed (2H)	Hammer, Great	5	9	9	2D6+2	5	3	1.5	1	C	15 L
Hammer, Two-handed (2H)	Maul	10	11	7	2D8	12	3	1.5	1	C	20 L
Mace, One-handed (1H)	Mace, Heavy	15	13	7	1D8+2	10	2	0.8	3	C	20 L
Mace, One-handed (1H)	Mace, Light	15	7	7	1D6+2	6	1	0.6	3	C	10 L
Mace, One-handed (1H)	Singlestick	15	—	9	1D6	5	(2)	0.9	4	C	1 L
Mace, One-handed (1H)	Club, Wooden	15	7	7	1D6	4	(2)	0.4	4	C	Free
Mace, Two-handed (2H)	Mace, Two-handed	10	9	7	1D8+2	10	2	0.8	3	C	25 L
Quarterstaff	Quarterstaff	15	9	9	1D8	8	2	2	0	C	5 L

SPEARS

CATEGORY	NAME	BASE %	STR	DEX	DAMAGE	HP	ENC	LENGTH	SR	TYPE	COST
Spear, One-handed (1H)	Javelin	10	9	9	1D6	8	1	1.5	2	I	35 L
Spear, One-handed (1H)	Spear, Short	5	9	7	1D6+1	10	2	1.5	2	I	15–20 L
Spear, One-handed (1H)	Lance	5	9	7	1D10+1	10	3	3.5+	0	I	25 L
Spear, Two-handed (2H)	Pike	15	11	7	2D6+1	12	3	3.5+	0	I	25 L
Spear, Two-handed (2H)	Spear, Long	15	9	7	1D10+1	10	3	3	0	I	15–20 L
Spear, Two-handed (2H)	Spear, Short	15	7	7	1D8+1	10	2	1.5	1	I	15–20 L

POLE WEAPON

CATEGORY	NAME	BASE %	STR	DEX	DAMAGE	HP	ENC	LENGTH	SR	TYPE	COST
Lasso	Pole Lasso	05	9	13	—*	4	3	3	1/MR	—	7 L

* This weapon does no actual damage. See description for more information.



BOWS & CROSSBOWS

CATEGORY	TYPE	BASE %	STR	DEX	DAMAGE	HP	ENC	RANGE	RATE	TYPE	COST
Bow	Bow, Composite	05	13	9	1D8+1	7	2	100	S/MR	I	150 L
Bow	Bow, Elf	05	9	9	1D8+1	6	2	80	S/MR	I	N/A
Bow	Bow, Self	05	9	9	1D6+1	5	2	80	S/MR	I	50 L
Crossbow	Arbalest	10	13	7	3D6+1	10	3	150	1/5R	I	150 L
Crossbow	Crossbow, Heavy	25	11	7	2D6+2	10	2	120	1/3R	I	100 L
Crossbow	Crossbow, Light	25	7	7	2D4+2	6	2	100	1/2R	I	80 L
Crossbow	Crossbow, Repeating	25	7	7	2D4+2	6	2	100	1/MR	I	N/A

JAVELINS, SPEARS & DARTS

CATEGORY	TYPE	BASE %	STR	DEX	DAMAGE	HP	ENC	RANGE	RATE	TYPE	COST
Atlatl	Atlatl	05	7	9	+1D6*	6	(2)	+10	1/MR	I	10 L
Javelin	Dart	10	—	9	1D6	4	(2)	20	S/MR	I	25 L
Javelin	Javelin	10	9	9	1D10	8	1	20	1/MR	I	35 L
Javelin	Spear, Short	15	9	7	1D6+1	10	2	20	1/MR	I	15-20 L

* This is an extra damage bonus.

THROWN WEAPONS

CATEGORY	TYPE	BASE %	STR	DEX	DAMAGE	HP	ENC	RANGE	RATE	TYPE	COST
Axe, Throwing	Axe, Throwing	10	9	9	1D6	6	1	20	S/MR	I	15 L
Dagger, Throwing	Dagger, Throwing	05	—	9	1D4	6	(4)	20	S/MR	I	10 L
Rock	Rock, Thrown	15	—	—	1D4	—	(4)	20	S/MR	C	—

SLINGS

CATEGORY	TYPE	BASE %	STR	DEX	DAMAGE	HP	ENC	RANGE	RATE	TYPE	COST
Sling	Sling	05	—	9	1D8	—	1	80	S/MR	C	1 L
Staff Sling	Staff Sling	10	9	9	1D10	8	2	100	1/MR	C	10 L

SHIELDS

SIZE	TYPE	BASE %	STR	HP	DAMAGE	ENC	SR	TYPE	COST
Small	Hide or Wood	15%	5+	8	1D3	1	3	C	4-8 L
Medium	Hide, Wicker, or Wood	15%	9+	12	1D4	2	3	C	1-14 L
Large	Hide, Wicker, or Wood	15%	12+	16	1D6	3	3	C	5-40 L

ARMOR

AREA COVERED	HIT LOCATION	TYPE	MATERIAL	ABSORBS	ENC	COST	MOVE QUIETLY
Head	19–20	Hood	Leather	1	(2)*	3	0
Head	19–20	Broad-brimmed Hat	Leather	1	(2)*	4	0
Head	19–20	Cap	Leather	2	(2)*	5	0
Head	19–20	Composite Helm	Plate	3	(2)*	10	0
Head	19–20	Open Helm	Plate	4	1	20	0
Head	19–20	Closed Helm	Plate	5	1	30	0
Head	19–20	Full Helm	Plate	6	2	50	0
Arms	13–15, 16–18	Sleeves	Light Scale	4	2	25	–15
Arms	13–15, 16–18	Sleeves	Heavy Scale	5	3	50	–15
Arms	13–15, 16–18	Vambrace†	Leather **	1	0	10	0
Arms	13–15, 16–18	Vambrace†	Cuirboilli	3	1	30	0
Arms	13–15, 16–18	Vambrace†	Bronze Plate	6	2	100	–10
Chest	12	Cuirass	Leather **	1	0	10	0
Chest	12	Cuirass	Heavy Leather	2	1	20	0
Chest	12	Cuirass	Ring Mail	4	1	50	–5
Chest	12	Cuirass	Turtleshell	4	1	15	0
Chest	12	Cuirass	Light Scale	4	1	25	–10
Chest	12	Cuirass	Heavy Scale	5	3	40	–25
Chest	12	Cuirass	Disk Plate	5	2	100	–15
Chest	12	Cuirass	Bronze Plate	6	3	175	–15
Abdomen & Chest	9–11, 12	Linothorax	Quilted	2	1	20	0
Abdomen & Chest	9–11, 12	Linothorax	Linen	3	1	30	–5
Abdomen & Chest	9–11, 12	Hauberk	Leather **	1	0	20	0
Abdomen & Chest	9–11, 12	Hauberk	Heavy Leather	2	1	40	0
Abdomen & Chest	9–11, 12	Hauberk	Ring Mail	4	2	80	–15
Abdomen & Chest	9–11, 12	Hauberk	Light Scale	4	2	40	–20
Abdomen & Chest	9–11, 12	Hauberk	Heavy Scale	5	3	65	–25
Abdomen & Chest	9–11, 12	Segmented	Bronze Plate	6	5	300	–50
Abdomen	9–11	Skirts	Leather **	1	0	10	0
Abdomen	9–11	Skirts	Linen	3	1	20	0
Abdomen	9–11	Skirts	Studded Leather	3	1	20	–5
Abdomen	9–11	Skirts	Light Scale	4	2	30	–15
Abdomen	9–11	Skirts	Heavy Scale	5	3	60	–30
Abdomen & Legs	9–11, 1–4, 5–8	Pants/Trews	Leather **	1	0	10	0
Abdomen & Legs	9–11, 1–4, 5–8	Pants/Trews	Heavy Leather	2	1	20	0
Legs	1–4, 5–8	Greaves†	Leather **	1	0	15	0
Legs	1–4, 5–8	Greaves†	Cuirboilli	3	1	40	0
Legs	1–4, 5–8	Greaves†	Bronze Plate	6	2	120	–15

* ENC values shown in parentheses indicate the number of items necessary to equal 1 ENC point. Thus, four daggers equal 1 ENC. These fractional ENCs add to one another, so that an adventurer with hood and composite helm, two daggers, one dart, and a pair of light cestuses would have a total 3 ENC from these objects.

** Can be worn under any other armor, with a cumulative encumbrance penalty. Instead of leather, this could also be quilted or thick cloth. It has the same qualities as described for leather.

† These are considered to cover the entire limb, although the actual armor which goes by these names only covers the area between elbow and hand (vambraces) and knee and foot (greaves).

MAGIC TERMS

TERMS	EXPLANATION %
Active	The spell must be maintained through concentration by the spell caster.
Duration	Unless noted otherwise, a spirit magic spell lasts 2 minutes (10 combat rounds) and a Rune magic spell lasts 10 minutes (1 full turn).
Instant	The spell takes effect immediately upon being cast.
Intensity	The number of points needed to cast the spell. Some spells allow additional points to be added to the minimum.
Passive	The spell's effects continue without requiring any attention from the spell caster.
Range	Unless noted otherwise, a spirit magic spell has a range of 50 meters and a Rune spell has a range of 160 meters.
Resistance Roll	The spell requires that the caster overcome the intended recipient's POW vs. POW.
Stackable/Nonstackable	Some Rune spells may require or allow magic points to be added to the Rune point cost, to improve the spell's effects.
Magic Strike Rank	Spirit magic takes place on the strike rank equal to the caster's DEX strike rank + the magic points of the spell + any additional magic points spent. Rune magic almost always takes place on strike rank 1.
Temporal	The spell has a duration (see Duration, above).
Touch	Spell requires the caster to touch the intended recipient of the spell's effects.

MEDITATION MODIFIER

LENGTH OF MEDITATION	BONUS TO CASTING %
1 melee round	+5% bonus
2 melee rounds	+10% bonus
5 melee rounds (1 minute)	+15% bonus
25 melee rounds (5 minutes)	+20% bonus
50 melee rounds (10 minutes)	+25% bonus

RITUAL PREPARATION

TIME SPENT IN RITUAL	BONUS
Half an hour	+30%
1 hour	+35%
5 hours	+40%
10 hours	+45%
1 day	+50%
2 days	+55%
1 week	+60%
2 weeks	+65%
4 weeks	+70%
1 season	+75%
1 year	+80%
2 years	+85%
5 years	+90%
10 years	+95%
20 years	+100%

SPIRIT COMBAT FUMBLE

D100	RESULT
1–15	Combatant confuses realities; loses all actions next round.
16–30	Combatant begins to dream; loses next two melee rounds while attacking imaginary enemies.
31–45	Combatant confuses self with target; does spirit combat damage to self.
46–60	Combatant hallucinates; if disincorporate, may attack any random nearby target; if in the Middle World, misses next 1D3 melee rounds negotiating with imaginary foe.
61–75	Combatant's energies become unfocused; lose 1D6 magic points.
76–79	Combatant begins to cry uncontrollably, and has trouble seeing. Combatant's Spirit Combat skill for the next two melee rounds is halved.
80–89	Spirit combat energies penetrate the veil; combatant takes 1D3 hit points damage to a random hit location.
90	One magic item (chosen at random) is damaged beyond repair due to outpouring of magical energies.
91–95	Energies affect the combatant's senses. Roll 1D6: on a 1: Combatant's legs become numb and the combatant falls; 2: Combatant's arms become numb and they drop anything they are holding; 3–4: Combatant loses control of their bladder; 5: Combatant loses control of their bowels; 6: Combatant falls unconscious (remaining magic points are retained).
96–98	Non-shaman: Combatant's body and spirit become separated; combatant disincorporates and may only be reunited by a successful Spirit Travel roll or the intervention of a shaman. The game-master should determine the physical effects of long-term disincorporation. Shaman: Re-roll twice.
99–100	Combatant loses all faith and believes that their only viable choice is to surrender; spirit combat ends.

SPIRIT MAGIC SPELLS

An adventurer has a chance of successfully casting each of their spirit magic spells equal to their POW×5.
If the caster is unsuccessful, no magic points are expended, and they may try again in the next melee round.

Each point of spirit magic requires 1 point of CHA. An adventurer's maximum potential spell capacity equals their CHA.

SPELL NAME	POINTS	COST
Befuddle	2 points	250 L
Binding Enchantment	1 point	30 L
Bladesharp	Variable	50 L per point
Bludgeon	Variable	50 L per point
Control (entity)	1 point	50–150 L
Coordination	2 points	125 L
Countermagic	Variable	50 L per point
Darkwall	2 points	200 L
Demoralize	2 points	150 L
Detect Enemies	1 point	30 L
Detect Life	1 point	30 L
Detect Magic	1 point	30 L
Detect Spirit	1 point	30 L
Detect (substance)	1 point	30 L
Detect Trap	2 points	30 L
Detect Undead	1 point	30 L
Dispel Magic	Variable	50 L per point
Disruption	1 point	50 L
Distraction	1 point	75 L
Dullblade	Variable	50 L per point
Extinguish	Variable	50 L per point
Fanaticism	1 point	100 L
Farsee	Variable	50 L per point
Firearrow	2 points	250 L
Fireblade	4 points	400 L
Glamour	2 points	100 L
Glue	Variable	50 L per point

SPELL NAME	POINTS	COST
Heal	Variable	50 L per point
Ignite	1 point	50 L
Ironhand	Variable	50 L per point
Lantern	1 point	30 L
Light	1 point	50 L
Lightwall	4 points	300 L
Magic Point Enchantment	1 point	30 L
Mobility	1 point	50 L
Multimissile	Variable	100 L per point
Parry	Variable	50 L per point
Protection	Variable	50 L per point
Repair	Variable	50 L per point
Rivereyes	1 point	30 L
Second Sight	3 points	100 L
Shimmer	Variable	75 L per point
Silence	1 point	50 L
Sleep	3 points	300 L
Slow	1 point	50 L
Speedart	1 point	75 L
Spell Matrix Enchantment	1 point	30 L
Spirit Binding	1 point	150 L
Spirit Screen	Variable	50 L per point
Strength	2 points	100 L
Summon (entity)	Variable	Variable
Vigor	2 points	100 L
Visibility	2 points	100 L



RUNE SPELLS

NAME	RUNES	COST
Absorption	☐●	1 point
Accelerate Growth	☐X	1 point
Affix Darkness	●	1 point
Alter Creature	⚔	2 points
Analyze Magic	Y	1 point
Arouse Passion	☐	1 point
Axe Trance	†	1 point
Axis Mundi	℞	1 point
Ban	℞	1 or 3 points
Bear Fruit	X	1 point
Bear's Skin	▼	3 points
Bear's Strength	▼	2 points
Beastmaster	▼	2 points
Become [Other Shape]	∴	3 points
Berserker	†▼	2 points
Binding Enchantment	℞	1 point
Bind Ghost	†	1 point
Blast Earth	☐†	1 point
Bless Animals	X▼	1 point
Bless Champion	☐X	2 points
Bless Crops	☐X	1 point
Bless Grave	☐†	1 point
Bless Pregnancy	☐X	2 points
Bless Thunderstone	☼	1 point
Bless Woad	☼☺	1 point
Breathe Air/Water	⌘☼	2 points
Call Founder	⚔	6 points
Catseye	☉▼	1 point
Chaos Gift	☉⚔	2 points
Charisma	X∴▼	1 point
Clairvoyance	Y	2 points
Claws	▼	2 points
Clever Tongue	∴X	1 point
Cloud Call	☼	1 point
Cloud Clear	☼☉	1 point
Comfort Song	XIII	1 point
Command (Cult Spirit)*	Varies	2 points
Command Priests	☼	3 points
Command (Species)	Varies	2 points
Command Worshipers	☼	2 points
Crack	X	2 points
Create Fissure	☐X	1 point
Create Great Market	III	1 point

NAME	RUNES	COST
Create Market	III	3 points
Create Shadow	●	1 point
Create Wildfire	☉	1 point
Cremate Dead	☉	1 point
Cure All Disease	XIII	2 points
Cure Chaos Wound	XIII	1 point
Cure Poison	XIII	1 point
Dark Walk	●☺	1 point
Detect Honor	☼	1 point
Detect Truth	Y	1 point
Disincorporation	℞	1 point
Dismiss Elemental (Type)	Varies	Varies
Dismiss Magic*	℞	1 point
Divination*	℞	1 point
Draw Beast	▼	1 point
Earth Shield	☐☼	3 points
Earthpower	☐	3 points
Enchant (Metal)	Varies	1 point
Extension*	℞	1 point
Face Chaos	☼▼	1 point
Fear	●	1 point
Fearless	☼	2 points
Fight Disease	☉X	1 point
Find Enemy*	℞	1 point
Find (Substance)	Varies	1 point
Fireshield	⌘	2 points
Flight	☼☺	1 point
Float	⌘	1 point
Free Ghost	⚔†	1 point
Gnome to Gargoyle	☐	1 point
Group Laughter	∴	1 point
Guided Teleportation	☺	3 points
Hallucinate	∴	1 point
Harmony	III	1 point
Heal Body	☐X	3 points
Healing Trance	III X	1 point
Heal Wound*	℞	1 point
Hide Fire	∴	2 points
Hide Wealth	☐X	1 point
Identify Scent	☼	1 point
Illusory Motion	∴	1 point
Illusory Odor	∴	1 point
Illusory Sight	∴☉	1 point

RUNE SPELLS CONTINUED...

NAME	RUNES	COST
Illusory Sound	∴	1 point
Illusory Substance	∴	1 point
Illusory Taste	∴	1 point
Impede Chaos	Ⓖ†▽	1 point
Incarnate Ancestor	⚡	3 points
Increase/Decrease Wind	Ⓖ	1 point
Invigorate	□Ⅹ	1 point
Inviolable	□ⅩIII	1 point
Invisibility	∴	3 points
Knowledge	Υ	2 points
Leap	Ⓡ	1 point
Lie	∴Ⅸ	2 points
Lightning	Ⓖ	1 point
Lock	IIIⓇ	1 point
Madness	Ⓞ	2 points
Magic Point Enhancement	Ⓡ	1 point
Matrix Creation	Ⓡ	1 point
Mindblast	Ⓞ	2 points
Mind Read	Υ	2 points
Mist Cloud	Ⓖ	1 point
Morale	†Υ	2 points
Multispell*	Ⓡ	1 point
Oath	†Υ	2 points
Panic	∴Ⅸ	2 points
Passage	IIIⓇ	1 point
Path Watch	Ⓡ	2 points
Pathway	□	1 point
Peace	III	3 points
Rain	Ⓖ⌘	1 point
Reconstruction	Υ	3 points
Reflection	Ⓞ∴	1 point
Regrow Limb	ⅩⓇⓄ	2 points
Remove [Body Part]	∴Ⅸ	2 points
Reproduce	Ⅹ	2 points
Restore Health	ⅩIII⚡	1 point
Resurrect	*III⚡	3 points
Safe	III	2 points
Sanctify*	Ⓡ	1 point
Seal Soul	Ⅹ	3 points
Sever Spirit	†	3 points
Shake Earth	□Ⅸ	1 point
Shattering	Ⅸ	1 point
Shield	Varies	1 point

NAME	RUNES	COST
Slash	†	1 point
Snow	Ⓖ	1 point
Soul Sight*	Ⓡ	1 point
Speak with Herd Beasts	▽	1 point
Speak with Insects	●▽	1 point
Spell Trading	III	2 points
Spirit Armor Enchantment	Ⓡ	1 point
Spirit Block*	Ⓡ	1 point
Spirit Guardian	⚡	1 point
Spirit Melding	⚡	2 points
Strike	Ⅸ	1 point
Strongnet	⌘	2 points
Summon Ancestor	⚡	1 point
Summon Cult Spirit*	Varies	Varies
Summon Elemental (Type)	Varies	Varies
Summon Household Guardian	□III	1 point
Summon Specific Ancestor	⚡	1 point
Summon Spirit of Law	⚡	1 point
Summon Spirit Teacher	⚡	2 points
Summons of Evil	Ⓖ	3 points
Sunbright	Ⓞ	2 points
Sunspear	Ⓞ	3 points
Suppress Lodril	●	3 points
Sureshot	Ⓞ†III	1 point
Swallow	Ⅸ	1 point
Sword Trance	†	1 point
Tame Bull	Ⓖ	1 point
Teleportation	Ⓡ	3 points
Thunderbolt	Ⓖ	3 points
Transform Self	▽	2 points
Translate	Υ	1 point
Truespeak	Υ	2 points
True (Weapon)	†	1 point
Turn Undead	†	1 point
Warding*	Ⓡ	1 point
Wind Warp	Ⓖ	1 point
Wind Words	Ⓖ	1 point

COMMON RUNE MAGIC

An adventurer gains access to all common Rune spells known by their cult upon joining the cult as an initiate.

All common Rune spells use the Ⓡ Rune. Any Rune of the cult providing the spell may be used to cast a spell indicated with the Ⓡ Rune. However, not all spells indicated with the Ⓡ Rune are common Rune spells.

BETWEEN ADVENTURES CHECKLIST

BOOKKEEPING AND HEALING □

Resolve any diseases (see page 154) or other lingering effects your adventurer may be suffering. Heal damage naturally, if needed, assuming bed rest and care. This may make training/research unavailable to the adventurer. Alternately pay for healing and restoration of lost characteristic points (see Casting Spells, page 406). Any crystals, matrixes, or other items that store magic points are assumed filled, unless circumstances prevent it. Weapons and other gear are not automatically repaired at this time.

PROFESSION AND CULT EXPERIENCE □

If it is the end of the season, select four skills from your current profession and the skills listed for your cult(s) and add checks for experience next to those skills (see page 416 for more information).

WORSHIP □

If it is the end of the season and you have a holy day for your cult(s) that has passed since your last adventure, make a Worship roll. Success (and at times even on a failure) replenishes some Rune points (page 315). Most cults grant initiates a check for POW for a successful Worship roll observing a seasonal holiday of your cult. If you succeed, give the Worship skill a check for experience.

EXPERIENCE CHECKS □

Make your experience checks for your skills, Runes, and Passions, erasing each check as you go (page 415). Successful experience checks improve the skill or Rune by either 1D6% or 3%. You must choose which benefit before rolling.

TRAINING □

If you have a relationship that offers training in a skill or Rune, and you are free enough of the season to undergo training, you may obtain training in one skill from that teacher (page 417). Cults offer training: many skills are at a discount. For other training, speak with the gamemaster about costs and sources for that training. Training automatically increases that skill or Rune by 1D6–1% or 2%. You must choose which benefit before rolling.

RESEARCH □

If you did not train this season, you may research a skill or Rune, if you have enough time during the season to gain that benefit (page 415). Make an experience check roll. On a success, the research improves the skill or Rune by 1D6–2% or 1%. You must choose which benefit before rolling.

CHARACTERISTIC TRAINING □

If you have the time during the season to train, you may start a two-season session of training or research of either STR, CON, DEX, or CHA, instead of regular training or research (page 418). Training is automatic, research requires a successful roll of [species MAX – current characteristic] ×5%. Both award 1D3–1 to that characteristic.

POWER GAIN ROLL □

If you have earned a POW gain roll (page 418), make a roll of [species MAX – current characteristic] ×5%. On a successful roll, the POW characteristic improves by either 1D3–1 or 1. You must choose which benefit before rolling.

CHARISMA CHANGE □

The gamemaster should decide if any events this season resulted in a gain or loss of CHA (page 420).

SACRED TIME CHECKLIST

FINISH YEAR □

Complete the Between Adventures checklist for Storm Season.

WORSHIP □

Make a Worship roll for each of your cults. Regain Rune points (page 315). Initiates and higher get a POW gain roll. If eligible, gain 1 free point of spirit magic.

HEROQUEST □

Optionally, adventurers may attempt a heroquest.

HARVEST □

Apply modifiers for last year's omens, raids or invasions, previous harvest, and heroquest, and then roll the Harvest results (page 421). The results affect the bounty and income for all people in that community.

ADVENTURER INCOME □

Roll the relevant occupational skill (page 423), modified by the Harvest result:

- **Critical:** Base income doubled.
- **Special:** Base income multiplied by $\times 1.5$
- **Success:** Base income.
- **Failure:** Base income halved.
- **Fumble:** No income, plus incur debts of half normal base income.

PAY CULT TITHES AND STANDARD OF LIVING □

Tithes should be paid, based on the requirements of individual cults. Standard of Living must be paid at a minimum of the level listed for the profession. Higher values aid with family rolls (page 422).

- **Destitute (0 L):** The adventurer gets a -75% to Child Survival rolls and no children are born. Additionally, the adventurer must make a $\text{CON} \times 5$ roll or permanently lose 1 point of CON. Ransom is reduced to 0.
- **Poor (15 L):** The adventurer gets a -15% to Child Survival rolls. Ransom is set at 250 L.
- **Free (60 L):** No effect. Ransom is set at 500 L.
- **Noble (200 L):** The adventurer gets a $+5\%$ to Child Survival and $+15\%$ to Childbirth rolls.
- **Petty King (600 L):** The adventurer gets a $+15\%$ to Child Survival and $+25\%$ to Childbirth rolls.

UPKEEP OF GEAR □

Any damaged but not destroyed, weapons, shields, buildings, and other gear are repaired to their normal values (page 422). This can be done by the adventurer or allied crafters.

MANAGE HOUSEHOLD □

For each hide's worth of estates (land farmed by tenants or workshops run by crafters), roll Manage Household skill, modified by the Harvest result. The base income of a hide is 40 L (page 424). The skill roll can be delegated to another adventurer, or even a non-player character.

AGEING □

Increase adventurer's age by one year. Once 40 years is reached, roll on the Aging table (page 425) for loss of characteristics due to age.

FAMILY ROLLS □

Your adventurer may remain unmarried. But if the adventurer is sexually active, roll on the Childbirth table (page 426). For each child, roll on the Child Survival table each year during Sacred Time. These rolls are modified by Standard of Living. Also roll for a Family Event (page 426). If the adventurer wishes to divorce their spouse, that may be done now.

OMENS FOR NEXT YEAR □

The gamemaster determines the omens for the next year, either by choice (based on the campaign) or by rolling on the Omens table (page 421).