

CREATING AN ADVENTURER

Every player takes on the role of a single character in *RuneQuest*. All characters controlled by players are Player Characters, adventurers and heroes who travel the world to right wrongs and pursue their own glorious goals. This is what sets them apart from common folk, the peasants, shop keepers, farmers and nobles of the land. The life of an adventurer is extremely dangerous but the rewards can be without equal.

The character creation rules detailed in this chapter are very open-ended, allowing players to customise a character to suit them perfectly – will the character be a strong and noble warrior, a devious and scheming sorcerer or a nimble and clever thief? When it comes to creating a character in *RuneQuest*, players are limited only by their own imaginations, and should carefully consider what kind of character they want to play before proceeding. If the Player Character is successful in his adventures, the player may end up playing the character for a very long time.

Character Creation Checklist

Follow this checklist when creating a new character in *RuneQuest*. Each step is covered in more detail later in this chapter. Players will need a Character Sheet (one can be found on page 120), filling in the appropriate areas as they go to build a complete record of the character. All basic characters in *RuneQuest* are human, though Creatures chapter provides rules for playing nonhuman characters. Follow the following process to create a *RuneQuest* character:

1. Determine the character's Characteristics. See the opposite column.
2. Determine the character's Attributes. See page 5.
3. Determine the character's Basic skill scores. See page 6.

4. Determine the character's Previous Experience. See page 7.
5. Determine the character's General Information. See page 13.
6. Outfit the character with Starting Equipment. See page 14.

Part One - Characteristics

All characters and creatures in *RuneQuest* have seven Characteristics that define almost everything they are, from raw capabilities to affinity for certain skills and strengths in battle. These Characteristics are as follows and usually range in score somewhere from 3 to 18. A Characteristic score over 21 is superhuman.

Strength (STR): A character's brute force, Strength affects the amount of damage he deals, what weapons he can wield effectively, how much he can lift and so on.

Constitution (CON): A measure of the character's health, Constitution affects how much damage he can sustain in combat, as well as his general resistance to disease and other illnesses.

Dexterity (DEX): A character's agility, co-ordination and speed, Dexterity aids him in many physical actions, including combat.

Size (SIZ): This is an indication of the character's mass and, like Strength and Constitution, can affect the amount of damage a character can deal and how well he can absorb damage. Unlike most other Characteristics, a high score in Size is not always an advantage. While a large character can take more damage, a small character will have a much easier time when sneaking around in the shadows.

Close Combat Weapons

Weapon	Skill	Damage Dice	STR/DEX	ENC	AP/HP	Cost
Ball & chain	1H Flail	1D6+1	9/11	2	4/8	250 SP
Bastard sword	1H Sword	1D8	13/9	2	4/12	250 SP
	2H Sword	1D8+1	9/9			
Battleaxe	1H Axe	1D6+1	11/9	1	3/8	100 SP
	2H Axe	1D6+2	9/9			
Bill	Polearm ²	1D6+1	7/9	2	2/8	50 SP
Buckler	Shield	1D4	—/5	1	5/8	50 SP
Club	1H Hammer	1D6	7/	1	2/4	5 SP
Dagger	Dagger ⁴	1D4+1	—/—	—	4/6	30 SP
Glaive	Polearm ²	1D8+1	7/9	3	2/10	100 SP
Great axe	2H Axe	2D6+2	13/9	2	3/10	125 SP
Great hammer	2H Hammer	1D10+3	11/9	3	3/10	250 SP
Great sword	2H Sword	2D8	13/11	4	4/12	300 SP
	2H Axe	1D8+2	13/7			
Halberd	Polearm ²	1D8+1	9/9	4	3/10	250 SP
	Spear ^{1,2}	1D8	7/7			
Hatchet	1H Axe ⁴	1D6	—/9	1	3/6	25 SP
Heavy mace	1H Hammer	1D8	11/7	3	3/10	200 SP
	2H Hammer	1D8+1	9/7			
Improvised	Unarmed	1D6-1	—/—	—	—/—	—
Kite shield	Shield ³	1D6	13/—	3	10/18	300 SP
Knife	Dagger	1D3	—/—	—	4/4	10 SP
Lance	Spear ^{1,2}	1D10+2	9/9	3	2/10	150 SP
Light mace	1H Hammer	1D6	7/7	1	3/6	100 SP
Longspear	Spear ^{1,2}	1D10	5/5	2	2/10	30 SP
Military flail	2H Flail	1D10+2	13/11	3	3/10	250 SP
Military pick	1H Hammer	1D6+1	11/5	3	3/10	180 SP
Natural weaponry	—	As noted	—/—	—	—	—
Quarterstaff	Staff	1D8	7/7	2	3/8	20 SP
Rapier	Rapier ¹	1D8	7/13	1	3/8	100 SP
Scimitar	1H Sword	1D6+1	7/11	2	4/10	200 SP
Shortspear	Spear ^{1,2,4}	1D8	5/5	2	2/5	20 SP
Shortsword	1H Sword ¹	1D6	5/7	1	3/8	100 SP
Target shield	Shield ³	1D6	9/—	2	8/12	150 SP
Unarmed	Unarmed	1D3	—/—	—	—/—	—
War maul	2H Hammer	2D6	13/7	3	3/12	150 SP
War hammer	1H Hammer	1D8+1	11/9	2	3/8	150 SP
War sword	1H Sword	1D8	9/7	2	4/10	175 SP

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

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

³ This weapon may parry ranged weapons.

⁴ This weapon suffers no penalty when thrown.

COMBAT

Battles are an inevitable part of an adventurer's life and, indeed, many live for it. Whatever the Quest the Player Characters are currently embarking on, it is likely they will have to defeat a variety of enemies dedicated to their failure. From humble goblins to mighty demons, there are many foes in *RuneQuest* that are more than willing to cross swords in order to stop the completion of a Quest.

Anatomy of a Combat Round

Combat is divided into rounds. With 12 rounds in every minute, a single round roughly translates to five seconds of time, during which a character can perform one or more actions.

Each round is broken into Strike Ranks, which determine when a character can act. Quick and lithe characters will act first, while those wielding heavy weapons will act later. As characters are attacked, they will also have an opportunity to react to their enemies. Every combat round goes through the following steps:

1. **Determine Strike Ranks:** At the start of every combat round, roll D10 for each character and add the character's Strike Rank modifier. This will determine the character's Strike Rank – the order in which every character involved acts for the round.

For Example: Moontusk gets caught up in a scuffle with Alastor and his crony, Milkwort. At the beginning of the combat round, each combatant must determine their Strike Rank.

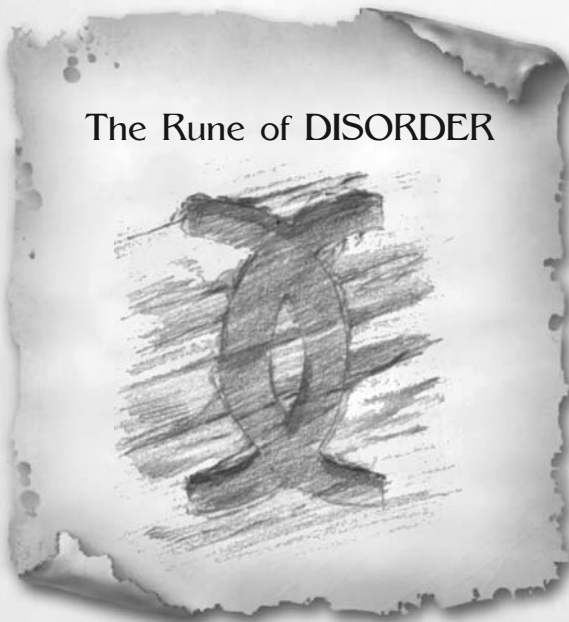
Moontusk rolls D10 and adds his Strike Rank modifier of 8 to the result, for a total of 13.

Alastor rolls D10 and adds his Strike Rank modifier of 5, for a total of 9.

Milkwort rolls D10 and adds his Strike Rank modifier of 7, for a total of 14.

2. **Characters Take 1st Action:** Each character involved in the combat performs one Combat Action in Strike Rank order. The character with the highest Strike Rank will act first, followed by the character with the second-highest Strike Rank, and so on until the character with the lowest Strike Ranks acts. Reactions, such as parries or dodges, are made during this process as appropriate.
3. **Characters Take 2nd Action:** After each character has completed his 1st action, characters with Combat Actions remaining (if any) may perform a second Combat Action, in Strike Rank order.
4. **Characters Take 3rd Action:** After each character has completed his 2nd action, characters with Combat Actions remaining (if any) may perform a third Combat Action, in Strike Rank order.
5. **Characters Take 4th Action:** After each character has completed his 3rd action, characters with Combat Actions remaining (if any) may perform a fourth Combat Action, in Strike Rank order.

The Rune of DISORDER



Impaled Enemies

Impaled enemies suffer from a –20% penalty to all skill tests, including Weapon skills, due to pain and physical difficulty. This penalty is cumulative – a character impaled by two arrows suffers a –40% penalty.

A successful unarmed close combat attack that targets an enemy's impaled location (using the precise attack rules on page 47) results in the attacking character laying hold of the impaling weapon. They may immediately attempt to yank it free (see above).

The impaled creature may also spend a Combat Action to yank the impaling weapon free themselves (this does not require an unarmed attack).

Another character may remove the impaling weapon in a cleaner and less agonising manner through the use of the First Aid skill (see page 22).

Precise Attack

A character may make one precisely aimed attack in order to strike a specific hit location, bypass a target's armour, strike a target's weapon or disarm an enemy. Precise attacks are just like normal attacks, in that they can cause critical hits and be parried or dodged as normal.

Precise attacks may not be made as part of a charge or flurry. All precise attacks are very difficult; the character's Weapons Skill suffers a –40% penalty. Precise attacks cannot be combined in a single strike.

Bypass Armour

A precise attack can be used to find chinks in an opponent's armour, bypassing its protection. Instead of choosing a hit location, the character can determine it normally but if successful in his attack, will ignore all AP (armour points, see page 52) of the location he hits.

Disarm

The attacker declares that he is attempting to disarm the target of a single held weapon. If the attack successfully strikes the opponent, no damage is caused and instead an opposed Weapon skill is made (see page 18 in the Skills chapter). If either combatant is using a weapon in two hands, they gain a +20% bonus to this test. Should the attacker succeed, his opponent's weapon flies 1D6–1 metres in a random direction (a result of 0 metres places at the defender's feet).

Location Strike

The attacker declares that he is aiming for a specific hit location of the target's body. If successful, this strike automatically hits the desired location, instead of using the normal Hit Location table (see page 53).

Strike Weapon / Shield

The attacker declares that he is attempting to attack the target's held weapon or shield. If the attack is successful, any damage is dealt directly to the opponent's weapon, using the rules for attacking inanimate objects in the Adventuring chapter on page 87. Natural weaponry may not be attacked in this way.

Reactions

When a character is attacked, he will usually get the chance to make a Reaction. A character can make as many Reactions in a combat round as he has Combat Actions. Unlike Combat Actions, Reactions are not made during a character's Strike Rank but are made in response to the Combat Actions of enemies.

There are four types of Reaction – dodge, parry, dive for cover and free attacks.

Using a Reaction does not take away from a character's Combat Actions for the round. Thus, if Laynea has three Combat Actions in a round, she may also take up to three

The Rune of MOTION