GURPS

GLORANTHA

Role-Playing in the World of the Hero Wars

by Douglas Bailey

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INTRODUCTION

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About This Book

Assuming this is legit, I'd like to make this book *free* to distribute (as long as it isn't modified). I'm not sure what the rules are for netbooks, though, so this could stand a bit more research.

About the Author

Blah.

What is GURPS?

GURPS (Generic Universal Role-Playing System) is Steve Jackson Games' set of role-playing rules.

What is Glorantha?

Glorantha is the fantasy world of Greg Stafford, who started writing stories set there in 1966.

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CHARACTERS

Gloranthan characters are unlike those from any other fantasy world: they belong to races and cultures unique to their world, and often learn skills outside the fantasy norm. The world of Glorantha has no professional adventuring classes: every character begins the game with skills and abilities that reflect his culture and upbringing.

This chapter offers some perspectives on creating Gloranthan characters for *GURPS*, including modified and expanded listings for advantages, disadvantages, skills, languages and maneuvers. The major races of Glorantha are detailed here, along with notes on character types to help players create characters from specific Gloranthan cultures or occupations. Finally, a section of conversion notes is included to help players bring existing characters created in the *RuneQuest* system into a *GURPS Glorantha* campaign.

Gloranthan characters run the gamut of power levels, from 25-point ordinary folk up through superheroes in the hundreds of points. Low-powered starting characters should be built on 100 points, experienced characters on 150 points and Rune level characters (priests, Rune Lords, etc.) on 200 points. In all cases, characters should be allowed the usual limit of -40 points in disadvantages (excepting disadvantages taken by everyone in the campaign) and -5 points in quirks. Similarly, starting characters are limited to twice their age in character points spent on skills.

Since most Gloranthan cultures are xenophobic (to greater or lesser degree), players should make an effort to create compatible characters. This can be as easy as making all characters hail from the same land, or as sweeping as requiring all characters to belong to the same tribe, clan, cult or even family!

APPEARANCE AND PERSONAL NOTES

Skin, Hair and Eye Color

There are four major sub-strains of Gloranthan humanity, three of which correspond to Earthly races. Each has its own distinctive coloration, though this will vary from place to place and from person to person. Interbreeding between races is possible, though uncommon.

The four major human races are as follows:

Agimori: Primarily found on the southern continent of Pamaltela, the Agimori correspond to Earth's Negroes. Their skin color varies from medium brown through the deep blue-black of the desert tribesmen. Eyes are almost always dark brown to black. Their hair is usually black and tightly curled.

Kralori: Corresponding to the Mongoloid races of Earth, the Kralori are found on the eastern third of Genertela and throughout the East Isles. They have yellowish skin, brown-to-black eyes and straight black hair almost without exception. Kralori eyes possess an epicanthric fold, though this is more pronounced in some populations than in others.

Veldang: Blue-skinned folk with greyish-black eyes and curly black hair, the Veldang correspond to no Earthly people.

Wareran: The equivalent of Earth's Caucasian races, the Wareran are the most varicolored human race of Glorantha. The omnipresent Theyalans tend towards fair skin and light-colored eyes and hair: they are the only race to possess blue eyes. Westerners mostly have ruddier complexions and darker hair, with brownish or (rarely) green eyes. The Pelorian peoples have olive skin and medium-to-dark hair and eyes.

Other races, less widespread, include the Praxian nomads and Oasis Folk (both of Kralori stock, though there has been some cross-breeding with Wareran over the centuries), the primitive Hsunchen folk (who tend to have the coloration of their totem animal) and the red-skinned Vadeli pirates (essentially very swarthy Westerners).

Height and Weight

Use the following tables to determine your character's height and weight.

ST	Height	Weight		3d	Height	Weight
—	59" (4'11")	103 lbs.		3	-12%	-30%
—	60" (5'0")	108 lbs.		4	-10%	-25%
5 or less	61" (5'1")	113 lbs.		5	-8%	-20%
6	62" (5'2")	119 lbs.		6	-6%	-15%
7	63" (5'3")	125 lbs.		7	-4%	-10%
8	64" (5'4")	131 lbs.		8	-2%	-5%
9	65" (5'5")	137 lbs.		9-11	—	—
10	66" (5'6")	144 lbs.		12	+1%	+5%
11	67" (5'7")	150 lbs.		13	+2%	+10%
12	68" (5'8")	157 lbs.		14	+3%	+15%
13	69" (5'9")	164 lbs.		15	+4%	+20%
14	70" (5'10")	172 lbs.		16	+5%	+25%
15	71" (5'11")	179 lbs.		17	+6%	+30%
16 or more	72" (6'0")	187 lbs.		18	+7%	+35%

Your base height is determined by your ST (not counting any racial ST modifiers.). To this number, add any height modifiers based on your race, class or gender (see the table below). Finally, roll 3d on the second table and apply the listed modifier to find true height.

Find your base weight on the first table, using your *true* height. The table lists weights for the common human range of heights: for others, the formula is

$$W = H^3 \div 2000,$$

where *W* is weight in pounds and *H* is height in inches. Next, roll 3d on the second table and apply the listed modifier (plus or minus any modifier from your race, found on the table below) to find your true weight.

If you have Attractive (or better) Appearance, you should have weight within 20% of "average" for your height, race, gender and diet. Increase your rolled weight by +30% if you are Obese, +50% if you are Fat! If you are Skinny, *reduce* your rolled weight by 33%.

These tables are based on urban Pelorian males. Height and weight modifiers for other characters are listed below.

Race: Use the table below:

Race	Height	Weight
Agimori (Men-and-a-half)	+7"	-10%
Agimori (other)	+5"	-10%
Hsunchen	—	-5%
Kralori (Pent)	-2"	-5%
Kralori (other)	-1"	-5%
Praxian (Alticamelus)	+2"	-5%
Praxian (Bison, Rhino)	-1"	+5%
Praxian (Impala)	-9"	—
Praxian (other)	-2"	-5%
Veldang	+4"	-10%
Wareran (Theyalan)	+3"	—
Wareran (Western)	+1"	—
Wareran (other)	—	—

Non-human characters use the height and weight modifiers listed in their racial package descriptions (see p. 17).

Class: Human characters from urbanized areas use the tables as written. Those from rural areas add +1" to base height, while those of noble birth (Status 2 or higher) add +3" to base height. These modifiers represent the effect of diet on height.

Gender: Human females (of any race or class) subtract an additional 2" from base height. Other races will have different patterns of sexual dimorphism.

Example of Height and Weight Generation

Eamon the Rude, an Orlanthi smith, has ST 14. His base height is 5'10", or 70": to this, he adds +3" for being Theyalan and a further +1" for his rural upbringing, for an adjusted base height of 74". His player rolls 8 on 3d, so Eamon's true height is 74" × 98% = 72.52", which rounds to 73", or 6'1".

At this height, Eamon's base weight is 195 lbs. (calculated from the formula: 73³ = 389,017, and 389,017 ÷ 2000 = 194.5 lbs., which rounds to 195 lbs.). His player rolls a 15 for weight variation, so his final weight is 195 lbs. × 120% = 234 lbs.

Handedness

Choose your handedness or roll 1d. On a roll of 1-5, your character is right-handed; on a roll of 6, he is left-handed.

Many cultures in the Dragon Pass area have a prejudice against left-handed people, dating back to the rule of the

Empire of the Wyrms Friends (578–1042 ST). This is a 5-point Social Stigma (see p. 11) in cultures that have this bias. If your character is from one of these cultures and you roll left-handedness, you may alter the result to right-handedness if you do not wish to have this Social Stigma.

Left-handed characters have a slight advantage when fighting opponents accustomed to facing right-handers. Such opponents will have -1 to their active defenses (against left-handed attacks only) until they succeed in an IQ roll. The GM determines whether or not a given opponent is accustomed to fighting right-handers; animals and other creatures which fight instinctively will never suffer this penalty.

Birth Date

Glorantha has a 294-day year, most commonly divided into five seasons (of eight seven-day weeks each) plus a two-week gap called Sacred Time. This calendar is not well suited to birth tables based on six-sided die rolls.

The best solution for random birthday generation is to use a calculator's random-number generator (or three ten-sided dice read as tenths, hundredths and thousandths) to produce a number between .000 and .999. Multiply this number by 294 (rounding fractions up) to find your character's birth date.

Because of the strong magical energies loosed in Sacred Time, characters born in this period *may* have special powers or abilities. To determine this, roll 3d: a roll of 3 indicates a special advantage, while a roll of 18 indicates a special disadvantage. The GM should choose the advantage or disadvantage: common advantages include Knacks (p. 7), added levels of Magery and exceptional attribute bonuses (up to +3 total), while common disadvantages include attribute penalties, lowered Magery and physical deformities. A character with special disadvantages *will* be detected as Chaos-tainted by spells or abilities such as Sense Chaos (p. 10).

ADVANTAGES

Unless specified otherwise, these advantages are available to all beginning characters. Certain advantages may not be appropriate for particular characters; consult the GM if uncertain.

Advantages not marked as purchasable in play can only be gained at character creation or through heroquesting (*q.v.*).

A complete list of advantages for the Glorantha campaign appears in the appendices (p. 62).

Absolute Direction   see p. B19

In addition to the bonuses and abilities listed on p. B19, this advantage also confers a +3 bonus on Orienteering skill and a +1 to Surveying skill.

Acute Hearing   see p. B19

This advantage can be purchased in play. A character who increases his Hearing score is not magically sharpening his ears, but improving his *understanding* of what he hears!

See also the new disadvantage *Poor Hearing*, below.

Acute Taste and Smell   see p. B19

This advantage can be purchased in play, representing learned refinement in smell and taste.

See also the new disadvantage *Poor Hearing*, below.

Acute Vision   see p. B19

This advantage can be purchased in play. Improvements to Vision represent better interpretation of what can be seen, rather than a miraculous sharpening of the character's eyes!

See also the new disadvantage *Poor Vision*, below.

Alertness   see p. B19

This advantage can be purchased in play, representing improved judgment and discrimination rather than a sudden jump in the quality of the character's senses.

Ambidexterity   see p. B19

Ambidextrous characters do not suffer the usual -4 penalty for Off-Hand Weapon Attacks, but *do* suffer the full -4 penalty for Dual-Weapon Attacks. The ability to use *either* hand well is not the same thing as the ability to use *both* well at once!

Blessed   see p. CI34

This advantage does not exist in Glorantha. Its closest equivalent is the new advantage Divine Intervention, below.

Clerical Investment   see p. CI22

This advantage does not exist as such in Glorantha. It is replaced by the new advantage Cult Rank. See the description below for more details.

Inherent Magic (Knacks)   see p. CI28

These are *extremely* rare in Glorantha: normally, the only way to gain a Knack is to be born with it (see *Birth Date*, above) or to heroquest for it!

Language Talent   see p. B20

This is only available at a 10-point level, offering a +3 bonus to base skill with Linguistics and all Language skills studied.

Literacy   see p. B21

Glorantha is a largely illiterate world. The default (0-point) condition for characters is total illiteracy!

The basic 10-point Literacy advantage is expanded to include Semi-Literacy (p. CI29), which costs only 5 points. These are costs to learn *one* alphabet: if your character wants to be fully literate in the Pelorian and Theyalan alphabets, he must pay 10 points for *each*, for a total of 20 points.

Reading a language requires Literacy in the appropriate alphabet *and* skill in the language itself; you cannot read a language you do not know! The Western and Vithelan alphabets are exeptions to this rule (see below): for these alphabets, use your highest skill from among the listed languages.

A Literate character rolls against his language skill for comprehension in reading. Semi-Literate characters have a -2 penalty to language skill when reading. In either case, the modified language skill roll must be made for each important piece of information contained in a document (at the GM's option). Since there is no possibility of feedback (as in a spoken conversation), the skill of the writer does not add to this reading roll (though a poorly-scribed or damaged manuscript may penalize the roll).

Gloranthan Alphabets

The major Gloranthan alphabets are described below.

Pelorian: This angular, cuneiform script is used by the peoples of the Pelorian basin. It is the official alphabet of the Lunar Empire, which has standardized the letters into a script form for easier writing and comprehension. Pelorian languages include Dara Happan, Darjini, Doblian, Jarstic, Karasali, Kostaddi, New Pelorian, Orayan, Oronini, Rinliddi, Silver Shadow, Sylilan and Vanchi. The Balazaring tongue, though Pelorian, has no written form.

Teshnan: This is a pictographic syllabary used by the peoples of southeast Genertela. It is distantly descended from the Vithelan ideograms, but the two have diverged greatly and are no longer similar. Teshnan languages include High Teshnan, Melibic (also called Low Teshnan) and Trowjangi.

Theyalan: The most geographically widespread alphabet, this is a simple runic script suitable for carving into stone or wood as well as writing. It does *not* overlap with the magical Runes! Theyalan languages include Junoran, Oranoran and Syanoran (Fronelan dialects); Caladran, Ditali, Esrolian, Nimistori, Old Pavic, Sartarite and Solanthi (Manirian dialects); Aggarite, Brolian, Dorastori, Holay, Skanthi, Talastari and Tarshite (Pelorian dialects); Delelan, Keanite, Lalian, Lankstite, Naskorioni, Otkorioni and Saugite (Ralian dialects); and the non-human languages of Stormspeech and Tusk Rider.

Vithelan: This system of ideographic pictograms, best suited to painting on paper, is used in the far eastern regions of Genertela. In theory, a reader can read any Vithelan language, owing to the universality of the ideograms: in practice, the divergence between local interpretations is such that readers are at -3 to read unfamiliar tongues. Vithelan languages include Imperial, Kralori, Stultan and Tanyen, as well as the manifold East Isles dialects.

Western: Based on the ancient language of the Brithini, this system of calligraphic majuscules and minuscules serves as the written form of *all* the Malkioni languages of western Genertela. Thus any two readers of Western can communicate in writing even if they have no spoken language in common! Western languages include Brithini, Carmanian, Loskalmi, Safelstran (also called Ralian), Seshnegi and Vadeli.

Other: There are a host of minor alphabets (for little-known tongues and religious languages) and non-human alphabets (Aldryami, Dwarf, Darktongue, etc.). Note that the Praxian system of Knot-Writing (p. 14) is actually a separate language skill, not an alphabet.

Magical Aptitute — see p. B21

The Gloranthan version of Magical Aptitude is very different from the standard **GURPS** version. See the new advantage Magery, below, for details.

Power Investiture — see p. CI42

This advantage does not exist in Glorantha. Its closest equivalent is the new advantage Investiture, below.

Status — see p. B18

Charts showing various Gloranthan cultures' status levels, along with their associated costs of living, appear in the *Game World* chapter (p. 52).

If you want your character to start with any level of Status above 2, consult with the GM, who may require you to take an Unusual Background advantage.

Strong Will — see p. B23

In Glorantha, Will is only used for *non-magical* tests of willpower (see p. 24 for details). This means that Strong Will does *not* help resist spells or overcome spirits! Instead, these abilities are subsumed in the modified Magery advantage (see below for details).

Wealth — see p. B16

Average starting wealth for Gloranthan characters is $1,000 (equivalent to 200 silver Lunars). No character who is not a wanderer (bandit, outcast, etc.) should spend more than 20% of his wealth on movable goods (not including carts, steeds, livestock, etc.).

A section on Gloranthan economics, along with a simple Job Table, appears in the *Game World* chapter (p. 51).

If you want your character to start with any level of Wealth above Comfortable, consult with the GM, who may require you to take an Unusual Background advantage.

NEW ADVANTAGES

Absolute Distance — 10/25 points

You have a natural ability to accurately estimate distances by eye. At the 10-point level, this gives you a +2 bonus to any thrown weapon skill and a +3 bonus to Bow or Crossbow skill (or other skills involving rapid visual determination of distances, such as spell targeting). At the 25-point level, this bonus is +4 to thrown weapons and +6 (!) to Bow or Crossbow.

Absolute Distance does not convey any improvement in the quality of your sight: you must still make normal Vision rolls (see p. 23) to detect persons or objects. The skill bonuses conferred by this advantage are cumulative with those from the Farsee spirit magic spell (see p. 42).

Cult Rank — 5 points/level

Cult Rank is the Gloranthan name for Clerical Investment. Your degree of Cult Rank determines your standing within your cult (or other religion).

The vast majority of Gloranthans belong to at least one cult, and many join more. Cult membership (and placement within the cult hierarchy) is an important defining point for characters: in many societies, Cult Rank is at least as significant as Status (see *Social Status*, p. 52, for details).

Most cults grant their members certain advantages and disadvantages as inherent parts of Cult Rank. The point cost for these advantages and disadvantages is assessed separately from

the cost for Cult Rank. Such disadvantages generally do *not* count against the -40 point campaign limit for disadvantages.

Characters who do not fulfill their cult obligations may encounter significant difficulties. See the new disadvantages *Apostate* and *Excommunicated*, below, for more details.

Divine Intervention   15/40 points
You have the ability to call for help from your deity. Such pleas for help are both unreliable and dangerous, but the results can be startling!

Divine Intervention is typically gained along with Initiate rank in a cult. This is the normal level of the advantage, costing 15 points. See the *Magic and Religion* chapter, p. 36, for rules and discussion on the use of Divine Intervention.

Certain cults allow their Rune Lords to take this advantage in an improved form which greatly increases the likelihood of the Rune Lord's Divine Intervention requests being honored *and* reduces the point cost of his successful attempts. This form costs 40 points. It is *not* available from all cults!

Illuminated   60 points
Your character has achieved the enlightenment of Nysalor (full details forthcoming). This advantage *definitely* requires an Unusual Background!

Investiture   10/25 points
You are invested with the magical powers of your god. Investiture gives you access to the Rune spells of your cult, as well as granting you the ability to sacrifice for Runepower from your deity. See *Magic and Religion*, p. 36, for full details on Rune magic.

• *Initiatory Investiture:* (10 points) You can sacrifice for cult Runepower normally, and can learn and cast reusable Rune spells from your cult, but you can only *replenish* your Runepower by participating in the worship ceremonies on the cult's High Holy Day. This replenishment is automatic, and does not require the normal Ceremony skill roll.

• *Full Investiture*: (25 points) You can sacrifice for cult Runepower and can learn and cast reusable or one-use Rune spells from your own or associated cults. To replenish your Runepower, you can participate in any Holy Day or High Holy Day worship ceremony, or you can pray at a cult temple and make a Ceremony roll as described on p. 36.

Investiture can be gained during play. It replaces the standard *GURPS* advantage of Power Investiture (p. CI42).

Lunar priests generally learn Lunar-Aspected Investiture (below) instead of normal Investiture.

Investiture (Lunar-Aspected)   6/15 points
This is Investiture (see above) bought with the -40% limitation "Affected by Phase of Red Moon." Effects are as for normal Investiture except that your priestly powers wax and wane in harmony with the phases of the Red Moon. Your spell costs and rune magic stacking limits are affected by the moon's phase as follows:

Dying/Dark: (fourth/fifth days of week) All your cult spells have *double* normal energy or Runepower cost. You may not stack rune spells!

Crescent-Go/Crescent-Come: (third/sixth days) All your cult spells have *half again* their normal energy or Runepower cost (round down). Any stacking limits are halved.

Dying Half/Full Half: (second/seventh days) No effects.

Full: (first day) All your cult spells cost *one-half* normal energy or Runepower cost (round down). Any stacking limits are *doubled*!

Your powers work best inside the Glowline, the luminous red magical boundary of the Lunar Empire projected by the Temples of the Reaching Moon. Within the Glowline, the Red Moon is *always* full!

The effects of Lunar-Aspected Investiture are cumulative with those for sanctity levels (see sidebar, p. 34).

Lunar-Aspected Investiture can be gained in play.

Magery   varies
Glorantha is a high-mana world: Magery is not required to perform magic. Instead, Gloranthan Magery simply indicates your degree of magical ability: unlike normal *GURPS* Magical Aptitude, it can be bought in play, has no maximum level and can be positive or *negative*!

Positive Magery means you are stronger in magic than your IQ would ordinarily suggest. Each level of this advantage raises your Power score by one relative to your IQ (see p. 33 for details on Power).

Buy Magery as if it were an attribute with a base score of 0 instead of 10. Thus Magery 1 costs 10 points, Magery 2 costs 20 points, Magery 4 costs 45 points, Magery 6 (!) costs 80 points, and so on. This is simply a cost scheme: Magery is an *advantage*, not an attribute!

If you want to begin the game with Magery higher than your starting Will, you *must* have participated in the ritual worship ceremonies of your religion (typically a weekly worship service, with a Holy Day every season and an annual High Holy Day). You may buy no more than one level of Magery for every three years (or fraction thereof) of such worship beyond the age of maturity (15 years old for humans). If you want to start with higher Magery, consult the GM, who may require you to take an Unusual Background advantage.

Example: Feirgus (IQ 12, Strong Will +1) enters play as a 17-year-old Orlanth initiate. His starting Will is 13. Because he has only been participating in worship ceremonies for two years, he can only buy one level of Magery to add to his IQ (for a total Power of 13). Had Feirgus started off at age 22, he would have been able to buy up to three levels of Magery (for a Power of 15).

This advantage may be gained during play. You may convert levels of Magery into levels of the Runepower advantage; see p. 10 for further details.

Manipulation Arts   varies
xxx (I'm not even sure these should be advantages.)
Intensity
Range
Multispell (same spell, multiple targets)
Combine (different spells together)
Speed
Ease

Manipulation Arts (Lunar-Aspected)   varies
These are special Lunar magics that allow wizardry-like manipulation of spirit magic spells. Treat as normal wizardry Manipulation Arts (see above), bought with the -50% limitation "Affected by Phase of Red Moon."

Amplify (adds to strength of spell)
Blend (different spells together)
Distance (each point adds 50 yards to range)

Prolong (each point adds five minutes to duration)

Split (same spell, multiple targets)

One significant difference from normal Arts is that your magical ability waxes and wanes in harmony with the phases of the Red Moon. Your spell manipulation limits (for Lunar Arts only!) are affected by the moon's phase as follows:

Dying/Dark: (fourth/fifth days of week) You cannot use Lunar Arts to manipulate your spells *at all.*

Crescent-Go/Crescent-Come: (third/sixth days) You can only use any *one* Lunar Art on a given spell. Your manipulation limit for that Art is at its normal value.

Dying Half/Full Half: (second/seventh days) You can use any combination of Lunar Arts on a given spell, up to your normal manipulation limit for the spell.

Full: (first day) You can use any combination of Lunar Arts on a spell. Your manipulation limit applies to *each* Art separately! Thus if you have a manipulation limit of 12 points, you could use

Your powers work best inside the Glowline, the luminous red magical boundary of the Lunar Empire projected by the Temples of the Reaching Moon. Within the Glowline, the Red Moon is *always* full!

The effects of Lunar-Aspected Manipulation Arts are cumulative with those for mana levels (see sidebar, p. 34).

Only Lunar-trained mages learn these Manipulation Arts. Other characters will require an Unusual Background (Lunar magic) to study the Lunar forms.

Lunar-Aspected Manipulation Arts can be gained in play.

Runepower   varies

You have access to the rune magic of your cult, which allows you to emulate the Godtime deeds and abilities of your deity on the mundane plane.

Runepower is used to cast Rune magic spells. See *Rune Magic*, p. 36, for more details.

To buy Runepower for a cult, you must first be an active initiate in that cult (*i.e.*, you must have the Investiture advantage for the cult). You must then sacrifice one or more points of Power, using the *Gaining and Losing Power* rules on p. 33. Each level of Power so sacrificed, whatever its cost in character points, buys one level of Runepower. This is the *only* way you can buy Runepower!

Once bought, levels of this advantage *cannot* be converted back to character points or Power, although you can still build your Power score back up by normal means.

If you belong to more than one cult, you will need to keep separate Runepower tallies for each. A Rune spell may only be cast with Runepower from cults that grant that spell. Even if you learn the same spell from multiple cults, you cannot mix Runepower from different cults in a single spell-casting.

Example: Feirgus is an initiate of Orlanth (with 3 points of cult Runepower) *and* an initiate of Urox (with 1 point of cult Runepower). Both cults teach the Shield rune spell. Feirgus can cast a 1-point Shield with his Urox Runepower or a 1-, 2- or 3-point Shield with his Orlanth Runepower. He *cannot* cast a 4-point Shield spell!

Sense Assassin   10 points + 4 points/level

You can detect those who have deadly intentions toward you or your companions. Whenever you are within 50 yards of someone who intends to assassinate someone you are attached to (a member of your party, a sworn superior, or even yourself!), the GM rolls against your IQ. Success means you are aware of the assassin, though you will not know the identity of the intended victim unless the roll is a critical success.

For purposes of this advantage, "assassination" includes *any* potentially lethal intention to attack.

Sense Assassin is *only* available as a Humakti gift. As such, it can be gained during play. Further levels of Sense Assassin (each of which adds +1 to the IQ roll) cost 4 points/level and can also be purchased in play.

Sense Chaos   10 points + 4 points/level

You can *smell* chaos! If you are near a person, place or thing tainted with chaos, the GM rolls against your IQ. Success means you are aware of the chaos taint. A critical success will give you more detailed information as to the specific nature of the chaos.

This advantage is *only* available to initiates of the Urox/Storm Bull cult. It can be gained in play through cult training. Further levels of Sense Chaos (each of which adds +1 to the IQ roll) cost 4 points/level and can also be purchased in play.

World Sight   10 points

You are able to perform shamanistic magics (see *Magic and Religion*, p. 35). You have the ability to transcend the mundane world and enter the spirit plane.

This advantage can be gained in play.

RACIAL ADVANTAGES

These new advantages are only available to characters of the appropriate non-human race (see p. 17 for costs and details of non-human racial packages).

Darksense   25 points

This is the ultrasonic sense of Gloranthan dark trolls. It allows them to navigate almost perfectly in total darkness, making up for their poor vision.

Darksense is more useful than Sonar Vision (p. CI66), but is not as powerful as Dark Vision (p. CI52). It is more comparable to sight than to normal hearing: it has the same range and line-of-sight limitations as Vision, and can be used to spot targets, determine distances and judge movements in exactly the same fashion.

Using Darksense, a troll can clearly define silhouettes at close range, and can differentiate materials or even surface textures by judging the quality of the ultrasonic reflections. She can "sound" the stomachs of animals to learn if they are hungry, and can perform precise manual tasks (compensating for trolls' inherent farsightedness).

At long ranges (over a mile), Darksense is not as precise as sight. A troll could determine whether the trees on a far-off mountain are evergreen or deciduous, but she would probably have difficulty spotting a human-sized target.

Darksense takes one second to use for each 300 yards of distance to the target. A troll attempting to spot a target a mile away takes six seconds per spotting attempt!

As with other senses, Darksense is based on IQ. Troll characters may purchase Acute/Poor Darksense at the normal cost for Acute/Poor Vision (±2 points/level).

Earthsense   *25 points*

This is the "long-distance touch" sense of Gloranthan dwarfs, comprising detection of heat, air currents and air pressure. It has a range comparable to that of hearing, and is more useful in the tight confines of underground complexes than in the open air.

A dwarf can use Earthsense to maneuver normally in total darkness, calculate his depth below ground, sense movement, and even measure cave systems and rooms (by remaining still and feeling air currents). Earthsense includes the advantages of Absolute Direction (p. B19, modified on p. 7) and Sensitive Touch (p. CI65) and is otherwise essentially a somewhat weaker form of Dark Vision (p. CI52).

Earthsense requires an IQ roll in the same fashion as other senses. Dwarf characters may purchase Acute/Poor Earthsense at the normal cost for Acute/Poor Vision (±2 points/level).

Elfsense   *10 points*

This is the ability of Gloranthan elves to hear Aldrya's Song, which is continuously sung by all naturally-living beings. Elfsense permits an elf to determine by touch the health and emotional state of a target, judging whether or not it is agitated or in pain. This roll is unmodified for targets from the plant kingdom: it is made at -2 for animals and -4 for beings from the mineral kingdom.

Spirits, undead, constructs and other magical creatures do not sing Aldrya's Song; Elfsense will not give any information about such beings.

Elfsense can also be used (at +4) to give the elf details about the nutrient content, moisture and overall quality of soil.

Like other senses, Elfsense requires an IQ roll for success. Elf characters may purchase Acute/Poor Elfsense at the normal cost for Acute/Poor Vision (±2 points/level).

DISADVANTAGES

Unless specified otherwise, these disadvantages are available to all beginning characters. Certain disadvantages may not be appropriate for all characters; consult the GM if uncertain.

Disadvantages that cannot be bought off normally may be removed through appropriate heroquesting (*q.v.*).

A complete list of disadvantages for the Glorantha campaign appears in the appendices (p. 62).

Code of Honor   *see p. B31*

Commonly-encountered Codes of Honor include those of the Orlanthi and Praxian cultures. Others certainly exist, but are more specialized (there is no general Lunar Code of Honor, for instance, though individual Lunars might well adopt their own Codes).

• *Orlanthi Code of Honor*: (-10 points) You must embody the virtues of Orlanth. Hospitality must be freely offered and may not be abused: any insult or injury done to a guest is dishonor to you. Be proud of your achievements: they will outlive you. Honor your word once given, whether under oath or not. There is no shame in a mistake if it can be set to rights. Insults, slights and wrongs demand redress or vengeance, though you are not obligated to seek such *instantly*. In battle, you must fight in the front to show your bravery. Killing an opponent from a distance or from a position of advantage is dishonorable; it is preferable to inquire his name, outboast him and then challenge him to single combat, although these proprieties may be neglected in time of war.

• *Praxian Code of Honor:* (-5 points) You must obey the Laws of Waha. Men may not do women's work, nor *vice versa*. All meat must be prepared with the Peaceful Cut, to return the animal's soul to Eiritha. You must slay your enemies in open battle after a challenge, not by stealth or sheer weight of numbers. A man should be able to do anything he turns his hand to: failure is ignominy. Your own tribe's herd beasts are preferable over all others. Deal peacefully with other tribes only when you are too weak to crush them. Outlanders are to be slain whenever the opportunity presents itself: they are not protected by Waha's words. Horses are a profanation of Waha's ways: they and those who ride them must be destroyed.

Cowardice   *see p. B32*

Orlanthi and Praxians generally react at -3 to known cowards, rather than the -2 listed on p. B32. The disadvantage is still worth only -10 points.

Odious Personal Habits   *see p. B26*

Many warriors from the Orlanthi and Praxian cultures have the Odious Personal Habit of Bragging. This disadvantage can be worth anywhere from -5 to -15 points, depending on its severity. Bragging goes well with either Cowardice or Overconfidence!

Poverty   *see p. B16*

Average starting wealth for Gloranthan characters is $1,000 (equivalent to 200 silver Lunars). No character who is not a wanderer (bandit, outcast, etc.) should spend more than 20% of his wealth on movable goods (not including carts, steeds, livestock, etc.).

A section on Gloranthan economics, along with a simple Job Table, appears in the *Game World* chapter (p. 51).

Social Stigma   *see p. B27*

Many Gloranthan cultures have noteworthy prejudices (mostly based on race or gender) that result in Social Stigmas. Details vary significantly from culture to culture.

As an example, being an outsider is not a disadvantage in open-minded Lunar society, but in the West or among the Orlanthi it is a a Social Stigma worth -10 points (-5 points for characters from the same culture but different countries). In severely xenophobic societies — such as Dara Happa, Kralorela or most non-human cultures — outsiders have a -15-point Social Stigma.

In turn, non-human characters typically have a -10-point (or worse: see p. 17 for details) Social Stigma in most human cultures. Even humans from different subraces (Kralori in the West, for example, or Agimori anywhere in Genertela) will typically suffer a -5-point Social Stigma.

Female characters in the West have a -5-point Social Stigma (second-class citizens), while women in Kralorela or Dara Happa have a -10 point Social Stigma (valuable property). On the other hand, *male* characters suffer a -5-point Social Stigma in the matriarchal Esrolian culture!

Cultures with strong gender-based divisions of work (such as those of the trolls or Praxian nomads) do not have Social Stigmas based on sex alone. In such societies, however, those who cross the gender lines (*e.g.*, a Praxian woman doing "men's work") usually suffer a -5-point Social Stigma.

In some regions around Dragon Pass, left-handedness is still seen as an evil mark of draconic influence. Left-handed characters in these regions have a -5-point Social Stigma.

Status see p. B18

Weak Will see p. B37

In the Glorantha campaign, Weak Will does *not* affect rolls to resist spells or spirit combat! These rolls are governed by the modified Magery advantage (above) instead.

NEW DISADVANTAGES

Apostate -5/-10 points

You have somehow offended against the laws of your cult. Apostate characters fall into two categories, depending on the severity of their offenses:

• *Inactive* (-5 points): You have failed to fulfill your cult obligations (missing the annual High Holy Day ceremony, neglecting payment of tithes). If recognized as Inactive, you will be denied the chance to learn new cult spells or sacrifice for cult Runepower. Your existing spells and Runepower remain fully functional, but any calls you make for Divine Intervention (p. 9) will automatically fail. Priests and temples may refuse you protection (make a reaction roll).

• *Sacrilegious* (-10 points): You have actively violated the precepts of the cult (by showing disrespectful behavior towards the deity, its priests or sacred objects, or by wilfully ignoring cult prohibitions). Treat as Inactive, above, but all reaction rolls from cult members are at -2. If your crimes are serious enough, you may find the cult's Spirit(s) of Reprisal coming after you!

Apostate status is detectable by any cult priest using the Soul Sight spell. The spell does *not* indicate the gravity of your transgressions, so the priest cannot tell if you are Sacrilegious or merely Inactive.

Excommunicant varies

You have been excommunicated from your cult. The bond you formed with your deity in initation has been broken: you lose any Investiture or Cult Rank advantages and cannot use any cult Runepower or special abilities. Spirit magic learned from the cult is usable normally.

Members of your former cult will recognize your status if you attempt to participate in cult ceremonies: otherwise, excommunication is *not* detectable, even with Soul Sight.

If recognized as an excommunicate, you will have a -3 reaction penalty from members of your former cult.

The point value of this disadvantage depends on the size and power of your former cult. Calculate the cult's cost as an Enemy (p. B39) and use that figure.

Magery varies

Negative Magery means you are weaker in magic than your IQ would ordinarily suggest. Each level of this advantage lowers your Power score by one relative to your IQ (see p. 33 for details on Power).

Buy Magery as if it were an attribute with a base score of 0 instead of 10. Thus Magery -1 is worth -10 points, Magery -2 is worth -15 points, Magery -4 is worth -30 points, Magery -6 (!)

is worth -50 points, and so on. This is simply a cost scheme: Magery is a *disadvantage*, not an attribute!

This disadvantage may be gained during play. You may end up with negative Magery as a result of sacrificing Power to join a cult, creating an enchantment, gaining levels of the Runepower advantage (p. 10), or through successful rolls for Divine Intervention (p. 36).

See the description of positive Magery (p. 9) for more details on Gloranthan Magery and how it differs from the normal *GURPS* magic rules.

Poor Hearing -2 points/level

This is the opposite of Acute Hearing (p. B19). Each level of Poor Hearing subtracts 1 from all Hearing rolls.

This disadvantage may be bought off in play with the GM's consent.

Poor Taste and Smell -2 points/level

This is the opposite of Acute Taste and Smell (p. B19). Each level of Poor Taste and Smell subtracts 1 from all Taste and Smell rolls.

This disadvantage may be bought off in play with the GM's consent.

Poor Vision -2 points/level

This is the opposite of Acute Vision (p. B19). Each level of Poor Hearing subtracts 1 from all Vision rolls.

This disadvantage may be bought off in play with the GM's consent.

Retains Accent -1 point/level

Your character retains his native accent no matter what language he speaks or how well he speaks it. Each level of this disadvantage reduces your language skill by 2 for purposes of determining your ability with accents. The penalty applies to *any* non-native language learned.

This disadvantage does not affect your vocabulary, conversation or reading/writing ability, although foreigners who hear you mangling their native language may (GM's option) react to you at -1 per level of Retains Accent.

Characters with this disadvantage have a -3 penalty to the Mimicry (Human Speech) skill.

A single level of Retains Accent may be taken as a quirk.

Example: Grmbrand Ingtarnsson, a native Sartarite, has learned New Pelorian at level 13. He has two levels of Retains

Accent, so his effective skill for accent purposes is 9. Thus Grmbrand, despite his mastery of the language, still has a very strong Sartarite accent. Lunar citizens who hear him speaking New Pelorian would react to him at -2.

Skills

Many of the skills included in *GURPS* and its supplements are inappropriate to Gloranthan games, while others appear in slightly altered forms. Certain Gloranthan cultures and religions offer skills not found in the world at large.

Glorantha is primarily a TL2 world, with aspects of TL3 technology (healing, some details of the Kralori and Western cultures) and a very few TL4 items and skills (mostly belonging to the dwarfs). Assume all /TL skills are at TL2 unless specifically stated otherwise. Characters may require an Unusual Background or similar advantage to have access to skills of TL3 or higher.

A complete list of skills for the Glorantha campaign appears in the appendices (p. 63).

Language (Mental/varies)   See p. B55

For the Gloranthan campaign, language skills are based on IQ/2 (round down) rather than straight IQ. This change makes languages harder (and slower) to learn than most mental skills: in particular, high-IQ characters are less able to pick up new languages instantly.

The Language Talent advantage (p. 7) adds directly to this (IQ/2) base skill for learning new languages. Language Talent does *not* add to your native language skill!

Linguistics skill (p. B61) allows you to add 1/10 of your skill level (rounded down) to your skill when speaking or writing *any* language you know (including your native language).

Mimicry (Human Speech) skill (p. CI152) allows you to add 1/5 of your skill level (rounded down) to your skill when conversing in a non-native language. Mimicking an accent makes you easier to understand, but does not improve your vocabulary, and will *not* help you read or write more fluently!

Your character begins play with his native language known to IQ skill level. He may improve this at a cost of 1 point per level (IQ+1 costs 1 point, IQ+2 costs 2 points, etc.) You may only put character points into languages to which your character's culture and background have exposed him (usually the languages of neighboring cultures). If you want your character to start with other languages, the GM may impose an cost for Unusual Background.

Closely related languages (such as Theyalan tongues from the same linguistic family) typically default to each other at -3. More distantly related tongues (Theyalan tongues from different families) default to each other at -5.

To imitate a specific accent or dialect, roll against your language skill, modified by a penalty from -1 to -3 (GM's decision based on the difficulty of the accent). This penalty may be bought off for a specific accent using the Imitate Accent maneuver (p. 16).

If you have the Retains Accent disadvantage (p. 12), you will have penalties on any attempts to imitate accents.

Gloranthan Languages

Glorantha is a linguistic patchwork; there is no widely spoken "common tongue" (though the Issaries cult language of Tradetalk is fairly widespread), and most adventurers are polyglots out of necessity.

Difficulty of languages varies:

• *Easy:* Tradetalk, pidgin languages and patois of all sorts.

• *Medium:* Almost all human (and many non-human) languages. Any language not specifically mentioned is assumed to be of Medium difficulty.

• *Hard:* Aldryami, Baboon, Brithini, Darktongue, Hsunchen tribal languages, Jelmre (skill is comprehension only; unpronounceable by non-Jelmre).

• *Very Hard:* Auld Wyrmish (max. skill level of 6 for non-draconic speakers without surgical alteration!).

A full chart of Gloranthan languages, with defaults between languages, appears in the appendices (p. 66). See also *Tradetalk* (p. 14) and *Knot-Writing* (p. 14).

Tactics (Drill)   see p. B43

This is an optional specialization to the Tactics skill (p. B43) representing the series of repetitively practiced actions which allow large formations of soldiers to conduct turns, advances, retreats, charges and defenses by rote memorization.

This specialization is typically found among members of highly organized military units which emphasize battlefield cohesiveness over individual tactics. Most soldier characters from Lunar, Solar or Dwarf armies will have learned Tactics (Drill) rather than Tactics.

Conscript armies also tend to favor Tactics (Drill) over regular Tactics: because of the specialization bonus, it is easier to teach quickly to untrained fighters. Forces of irregulars or militia, however, generally stress individual tactics: most characters from Praxian, Orlanthi or Western cultures will have learned the traditional Tactics skill (without specialization).

Theology (Mental/Hard)   see p. B62

The vast majority of characters take an optional specialization in the Theology of their own cult or magic system. Those who study general Theology are looked upon with suspicion, as such a disinterested view is held to be redolent of the arrogance of the God Learners.

Shamans normally learn Theology (Spirits), which applies to *all* spirit cults. Western wizards learn Theology (Invisible God/sect). The atheist Brithini learn Theology (Brithini).

Very closely-linked cults (the Seven Mothers, for example, or the Lightbringers) have interrelated Theology skills. Characters with Theology from one such cult may attempt default Theology rolls for the other cults at (own Theology-4). Most cults — even allied cults — are not closely enough linked to qualify for this default!

NEW SKILLS

Ceremony (Mental/Very Hard)   *Defaults to IQ-5,*
     Theology-6 or (other Ceremony-2 or -4)
     Prerequisite: Theology

This is the skill of performing religious or magical ritual spells. It *must* be taken in specialized form.

Priest characters learn the rituals of their particular cult. Initiates of multiple cults must learn a separate Ceremony (cult) for each. Skills for sub-cults (such as the Gustbran or Barntar sub-cults of Orlanth) default to the main cult's Ceremony skill at -2. Closely linked allied cults (such as the Lightbringers or the Seven Mothers) allow defaults to each other's Ceremony skills at -4. Most cults have no defaults to each other.

Shaman characters learn this skill as Ceremony (Spirits); they do *not* need a new specialization for each spirit cult!

Wizards learn this skill as Ceremony (Invisible God/sect). The major Malkioni sects (Hrestoli, Rokari, Boristi, Galvosti, etc.) default to each other's rituals at -4. The more obscure sects (Aeolian heresy, Stygian heresies, Carmanian heresy, Brithini, etc.) have no defaults to or from other Ceremony (Invisible God) skills. Heretic churches may have a default to closely-related *theist* Ceremony skills at -4!

The Ceremony skill is used for *all* Ceremony ritual spell rolls. See the *Ritual Magic* section (p. 39) for more details.

Charioteer (Physical/Average)
     Defaults to Teamster-3,
     Animal Handling-4 or Riding-5
     Prerequisite: Animal Handling

This is the skill of the battlefield chariot-driver. It covers high-speed maneuvers and control, as well as the basic skills of harnessing a team of horses, and awareness of simple chariot tactics and the requirements of a chariot warrior in the driver's native culture.

Charioteer skill normally encompasses driving horses and asses (including wild asses such as dziggetai and onagers), but any unfamiliar team or species is -2 to skill, and "wild" asses are always at -1 or worse (often a lot worse!), due to their contrary natures. Characters with Animal Empathy receive the usual +4 bonus to Charioteer.

Unlike "civilian" carts, chariots are specifically designed to be driven at high speeds over unpaved terrain, so relatively simple actions such as straight-line charges do not require multiple rolls. However, fast turns and especially rough ground may require a roll as for driving a cart at the gallop: see the rules under Teamster skill (p. B47). For other "fancy" maneuvers, see *Chariots*, p. 30.

Training horses for chariot work requires both Animal Handling and Charioteer skills.

Teamster skill (p. B47) also defaults to Charioteer-2.

Chariot Warrior (Physical/Average)
     Defaults to DX-5,
     Charioteer-2, or Acrobatics-1

This is the skill of fighting effectively from a chariot driven by someone else. Anyone can stand in a chariot, hanging on and even firing the occasional missile as it trundles along in a straight line, but really effective combat carries more risks, and demands some training or agility.

Rolls against this skill are required when performing various actions from aboard a chariot. Failure usually means that the character is too busy hanging on to fight effectively; critical failures may lead to warriors falling off at speed, or their shots going wild. A passenger's weapon and combat skills are limited by the worse of his Chariot Warrior skill or the Charioteer skill of the vehicle's driver.

For details of other actions involving this skill, see *Chariots*, p. 30. Characters trained as Chariot Warriors will also have a basic knowledge of their culture's favourite tactics in chariot warfare, and may roll against this skill to recognise particular tricks or maneuvers.

Characters with the Perfect Balance advantage have +6 to Chariot Warrior skill, even if they only have it at default.

Enchant (Mental/ Very Hard)   *Defaults to Theology-6*
     Prerequisite: Theology

This is the magical skill of using Power to create *permanent* changes in the world. No specializations are allowed: the same skill applies to enchantment rituals from any cult or background.

The Enchant skill is used for *all* Enchantment ritual spell rolls. See the *Ritual Magic* section (p. 39) for more details.

Knot-Writing (Mental/Easy)   *No default*

This is the Praxian method of composing and reading simple messages using special knots tied in a thong or rope. Communication uses the normal rules (lower Knot-Writing skill plus 1/5 of higher skill, rounded down). A successful roll communicates one simple point.

Regardless of a character's actual skill in Knot-Writing, his vocabulary will never rise above an effective skill level of 6 (simple sentences). The language is limited to very practical use (warnings, directions to water or grass, challenges) and is not suited for complex communication.

Knot-Writing is sacred to the Praxian tribes; it is one of the secret pieces of knowledge that Waha gave them to help them survive. As such, it is normally only taught to tribal members, though many outsiders have attempted to learn its secrets. Teaching Knot-Writing to an outlander is punishable by death for both teacher and pupil, so few will admit to knowing it: only the Lhankor Mhy and Irrippi Ontor knowledge cults openly acknowledge their study of it.

Summon (Mental/Very Hard)   *Defaults to Theology-6*
     Prerequisite: Theology

This is the magical skill of bringing spirit entities to the mundane plane. It is most often used by shamans, but priests and wizards also learn Summoning rituals. No specializations are allowed: the same skill is used for all cults.

The Summon skill is used for *all* Summon ritual spell rolls. See the *Ritual Magic* section (p. 39) for more details.

Tradetalk (Mental/Easy)   *No default*

This is the Issaries magical cult language, the *lingua franca* of Gloranthan commerce. It is treated as any other language for purposes of communication.

Regardless of a character's actual skill in Tradetalk, his vocabulary will never rise above an effective level of 10 (aver-

age native). The language is limited to concrete matters affecting commerce (prices, shortages, local politics) and is not suited for abstract or very complex communication.

The Issaries cult makes every effort to promulgate Tradetalk across the entire world. Any character whose culture engages in outside trade may begin the game knowing Tradetalk.

Maneuvers

Most of the maneuvers listed here are for combat or athletic skills, reflecting the nature of Gloranthan life. Players and GMs will undoubtedly invent new maneuvers in play.

A complete list of maneuvers for the Glorantha campaign appears in the appendices (p. 66).

Back Strike (Hard)
Defaults to any Weapon skill-4
Prerequisite: any Weapon skill;
cannot exceed prerequisite skill level

The maneuver lets an armed fighter make an attack to a back or side hex without changing facing. The fighter must be armed with a weapon with a 1-hex reach and must know the target is behind him. After making a Back Strike, the fighter's Active Defenses are at -2 for that turn.

Bareback Riding (Average)
Defaults to Riding-4
Prerequisite: Riding;
cannot exceed Riding skill

This maneuver allows a rider to reduce the -4 penalty for riding an animal without using a saddle or reins. As with the Riding skill, the rider *must* specialize in a particular type of riding animal.

Blind-Side Attack (Average)
Defaults to any Combat skill-2
Prerequisite: any Combat skill;
must specialize; cannot exceed prerequisite skill

This is an attempt to use an opponent's shield to hide your attack from him. The opponent must be using a Medium or larger shield (or have the One Eye disadvantage!).

To make a blind-side attack, take a Step and Attack, stepping one hex to your opponent's left or right (depending on his "blind" side) and make a Quick Contest of Skills between your Blind-Side Attack level and his Shield or Weapon (in hand) skill, whichever is better. If you win, he will defend at -2 against your attack if it hits. If you lose or if the contest is a tie, he will get a +4, instead! The attack is made normally; this maneuver applies only to the Quick Contest.

Subsequent uses of this maneuver against the same foe are at a -2 penalty (non-cumulative), regardless of whether you fail or succeed on your initial attempt.

Direct Mount (Hard)
Defaults to Riding-3
Prerequisite: Riding;
cannot exceed prerequisite skill level

In battle, a warhorse or similar mount will attack anyone who approaches; if multiple figures are present, the GM would determine which is attacked. Successful use of this maneuver will allow the rider to direct the mount's attacks toward a particular opponent. This is a free action, leaving the rider free to make an attack of his own.

On a critical failure, the rider loses his next action and must make a Riding roll to avoid spooking the horse (p. B136).

Disarming Block (Average)
Defaults to Shield-4 or Buckler-4
Prerequisite: Shield or Buckler;
must specialize; cannot exceed prerequisite skill

Any time you successfully Block, you may follow the Block roll with a Disarming Block roll. By angling your shield outward or downward, you are attempting to force your foe's weapon unready while it is still on your shield.

Against a balanced weapon, success by 4 or less forces your opponent's weapon off-balance; he is at a -3 to parry with that weapon until his next turn. Success by 5 or more actually unreadies the weapon!

Against an unbalanced weapon, success by 4 or less turns the haft in the opponent's hand—he has to make a DX roll in order to ready it. Success by 5 or more means he drops the weapon!

If you fail the roll, you "open yourself up." You may still Block normally, but you gain no PD bonus for your shield until you make a Step and Ready maneuver to restore it.

Disarming Parry (Hard)
Defaults to Parry-5 or Fencing Parry-3
Prerequisite: any Combat skill; must specialize;
cannot exceed Parry-1 or Fencing Parry

This is a combination parry-and-disarm-attempt. Success by 2 or less knocks your enemy's weapon wide; he is at -3 to parry until his next turn. Success by 3+ unreadies his weapon.

This maneuver is only possible with three categories of weapons: swords (including 1-handed and 2-handed swords), fencing weapons, and quarterstaves. It also works only against such weapons. Disarming Parries performed out of group (a broadsword against a quarterstaff, for instance), are at a further -1 to Disarming Parry.

Note that the default for this maneuver is rather poor; in reality, it is usually performed as part of an all-out-defense (+2 to one defense).

Fight From Mount (Hard)
Defaults to any hand weapon skill-2
Prerequisite: Any hand weapon skill, Riding 12+;
Cannot exceed prerequisite weapon skill level

A rider may use this maneuver when attacking on a turn the mount also attacks (see p. B137). The rider may also use this maneuver when making a swinging attack at +2 to damage while the mount is moving at 6+, but this attack may not exceed his Riding skill (see p. B136).

Fight in Water (Hard)
Defaults to any Weapon skill-2
Prerequisite: any Weapon skill, Swimming 12+;
cannot exceed prerequisite Weapon skill level

Fighting in water has a penalty of -2 per hex of reach, or -1 for Close weapons or unarmed techniques (see p. B91). Combatants can use their Fight in Water maneuver at no penalty when in water, as long as they are not under the water. They

must also make a Swimming roll every five turns; the amount of any failure is subtracted from their attacks until their next successful Swimming check, in addition to the normal effects (p. B91).

The default given is for hand weapons with a 1-hex reach. Close weapons and unarmed techniques default to skill-1. Hand weapons with a 2-hex reach default to skill-4; those with a 3-hex reach default to skill-6.

Fight Underwater (Hard)
Defaults to any Weapon skill-4 or Fight in Water (weapon)-2
Prerequisite: any Weapon skill, Swimming 12+; cannot exceed prerequisite Weapon skill level

Fighting underwater is like fighting in water (above), but the penalties are doubled. Swimming rolls (as above) must be made every *two* turns.

The default given is for hand weapons with a 1-hex reach. Close weapons and unarmed techniques default to skill-2. Hand weapons with a 2-hex reach default to skill-8; those with a 3-hex reach default to skill-12.

Imitate Accent (Average)
Defaults to any Language-(1 to 3)
Prerequisite: any spoken Language skill; must specialize; cannot exceed Language skill

This maneuver represents the ability to imitate a regional accent in a language. Specialization is required for the language skill *and* the accent to be imitated (*e.g.*, Sartarite/Colymar is a different maneuver from Sartarite/Far Point).

The difficulty of imitating an accent ranges from -1 to -3, depending on how localized and distinct the accent is. Certain advantages, disadvantages and skills may modify the success roll for the imitation attempt: see the *Language* skill description (p. 13) for more details.

Mounted Archery (Hard)
Defaults to Bow-4
Prerequisites: Bow, Riding; cannot exceed Bow skill

This maneuver represents lengthy training in the use of the short composite bow from the back of a riding animal, along with the tactics associated with this form of attack.

Mounted Archery reduces the penalties for using a bow from the back of a riding animal (p. B137). For example, 1 point decreases the penalty for turning in the saddle to fire to the rear to -3 (and removes the Riding penalty); 2 points will reduce the penalty to -2, and so on. Other trick shots will take only half the usual penalties (round up) if the archer can make his Mounted Archery roll. The character can also use mounted-archer tactics and will recognize others' use of them on a successful IQ roll.

Mounted Archery might conceivably be learned "in play," but the sheer amount of practice involved would make this difficult. It is normally only available to characters from the nomadic cultures of Prax or Pent, members of certain solar cults (notably Golden Bow and Yelmalio) which offer training in this maneuver, and characters with an appropriate Unusual Background.

Shield Bash (Average)
Defaults to Shield or Buckler skill
Prerequisite: Shield or Buckler; cannot exceed Shield+2 or Buckler+2

This maneuver is an bashing attack made with a shield or buckler. It can only be made against a foe in your front or left hexes (front or right for left-handed characters).

The shield bash counts as a normal attack in combat (and most likely suffers the usual -4 penalty for an off-hand weapon attack). Your foe may dodge or block normally, or parry at -2. Weapons of 2 lbs. or less cannot parry at all!

Shield bashes do thrust/crushing damage, regardless of shield size.

Shielded Attack (Average)
Defaults to any Combat skill-4
Prerequisite: any Combat skill; must specialize; cannot exceed prerequisite skill

This is the trick of using the shield to disguise an attack from an unusual direction (most commonly from underneath the shield, but also covering weapon attacks from the shield side). Mechanically, it is identical to the Blind-Side Attack maneuver (see above), but is executed differently. The advantage of this maneuver is that your foe doesn't need a Medium-sized or larger shield—instead, *you* do!

Note that it is legal to perform both this maneuver and Blind-Side Attack with the same attack, provided the conditions are met for both. Two Quick Contests are made, with the results combining (or canceling out, as the case may be).

Unlike the Blind-Side Attack maneuver, this maneuver does not incur a penalty when used repeatedly against the same foe. Knowing that an attack may come from any edge of the shield does not make it any easier to defend against all edges at once!

Spinning Strike (Hard)
Defaults to Polearm-3, Spear-3 or Staff-3
Prerequisite: Polearm, Spear or Staff; Cannot exceed prerequisite skill level

This is the weapon equivalent to the Spin Kick (p. CI171), using one end of the weapon to Feint with and the other to deliver the blow. The mechanics are the same, but damage is equal to normal thrusting damage for the weapon.

The attacker can Feint with the blade of a Spear or Polearm and finish with the haft (converting damage to crushing) at no penalty, but feinting with the haft of a bladed weapon incurs an additional -3 penalty to the attacker's roll in the Quick Contest-opponents are less likely to worry about the unsharpened parts of these weapons!

Tip Slash (Average)
Defaults to Weapon skill-2
Prerequisite: any Weapon skill; Cannot exceed prerequisite skill level

This attack uses an impaling blade to slash an opponent. Damage is converted to sw-3 cutting, modified by whatever bonus (or penalty) the weapon normally has for the wielder's thrusting damage.

For instance, a spear (thrust+2) would do swing-1 (swing-3 +2) cutting damage with the strike. Note that most thrusting blades are not designed to be used this way and are likely to dull or break very easily.

Two-Handed Spear with Shield (Average)

Defaults to Spear-4
Prerequisites: Shield, Spear;
cannot exceed Spear skill

This maneuver allows a spearman to buy off the penalty associated with use of a two-handed spear with a shield.

In this combat style, the shield is fastened to the left arm of the spear user and hung from his shoulder. The spearman cannot maneuver the shield: it sits in one place and can only be moved by moving the whole body.

The shield covers the left arm (location 6), torso (locations 9-11) and upper legs (locations 12-14 on a 1d roll of 1-2) of the spearman and adds its PD and DR to attacks against those locations made from his front hex *only*. Its PD does not affect attacks against any other locations or from any other direction.

Both of the spearman's arms are constrained by this arrangement: his Spear attacks are made at -4. He cannot Parry or Block, and must rely on his Dodge and his armor to protect him. Thus this technique is normally only used by heavily armored hoplites in tight formation (where all attacks will come from the front).

This fighting style can be used with a medium shield: the effects are the same, but only the left arm and torso are protected by the slung shield. It may be used with any sort of two-handed spear.

The Two-Handed Spear with Shield technique originated with the Yelmalio cult, who remain its greatest exponents. Several Lunar war cults have adopted the technique, although they do not use pikes as the Sun Dome Templars do.

Yoke-Running (Hard)

Defaults to Charioteer-4
Prerequisite: Charioteer;
cannot exceed Charioteer skill

This maneuver allows a charioteer to drive while balanced on the yoke of his chariot, allowing his passenger to fight unimpeded from the rear (cart). See *Chariots*, p. 30, for full details on chariots in combat.

MARTIAL ARTS STYLES

There are very few formal styles of martial arts in Glorantha. Only the Kralori have actually gone so far as to set down styles in writing and establish schools to teach them. Other "styles," including the morokanth martial arts, are actually just training in Karate or Judo skills rather than full-blown styles with maneuvers and multiple skills.

These styles are specific to Glorantha, although they have some similarities to real-world styles. They are described in the standard format used in *GURPS Martial Arts*.

Dragon Hand   *nn points*

Fan Swordsmanship   *nn points*

This is the sweeping sword technique of the warriors of Kralorela.

NON-HUMAN RACES

While dominant in terms of numbers, Humans share the world of Glorantha with many other races. Mostali (dwarfs), Aldryami (elves) and Uz (trolls), collectively known as the Elder Races, are the most numerous and important of these, but others (such as ducks) may prove appealing to players.

Non-humans are a rarity in most Gloranthan games: consult with the GM before creating a non-human character. Most non-human characters will suffer a Social Stigma from cultures and races other than their own.

Aldryami, Embyli (Yellow Elf)   *nn points*

Attributes:
Advantages:
Disadvantages:
Skills:
Native Language: Aldryami.
Height and Weight: Embyli have -5" to base height and -25% to base weight, relative to humans.
Notes: Embyli are all male.

Aldryami, Mreli (Brown Elf)   *nn points*

Attributes: -1 ST [-10], +3 IQ [30], +2 DX [20].
Advantages: Elfsense (see p. 11) [10], Extended Lifespan (begin aging at 200, roll every other year, accelerate at 250 and 300) [5].
Disadvantages:
Skills:

Native Language: Aldryami.
Height and Weight: The "average" Mreli has -3" to base height and -12% to base weight. These figures vary considerably depending on what type of tree the elf is associated with. Weight, in particular, varies from human-equivalent to -50% or lower!
Notes:

Aldryami, Vronkali (Green Elf)   *nn points*

Attributes:
Advantages:
Disadvantages:
Skills:
Native Language: Aldryami.
Height and Weight: Vronkali have -1" to base height and -33% to base weight, relative to humans.
Notes:

Baboon   *67/37 points*

The baboons of Glorantha are sentient quadrupeds of great size, noted for their magical ability. Baboons have their own simple, primitive culture. They wander Prax and the Wastes in family groups of 15-20.

Attributes: ST+3 (males only) [30], DX+3 [30].
Advantages: Fur (DR 1, 1 level of Temperature Tolerance for cold) [4], Magery (+2) [20], Teeth (sharp, cutting damage based on ST) [5].

Disadvantages: Primitive (-2 TLs) [-10], Semi-Upright (-2 to Move on two legs, -1 to Move on three legs) [-5], Short Arms (thrusting weapons only, no reach limitations) [-5], Social Stigma (primitives, -2 from most non-baboons) [-10].

Skills: +4 to Climbing [4], +2 to Tracking [2], +2 to Stealth [2]. Baboons have no default Riding or Boating skills.

Native Language: Baboon. Most learn Praxian as a second language.

Height and Weight: Male baboons have -2" base height and +15% base weight relative to humans; females have -8" base height and +3% base weight. A typical male stands n'n" and weighs 150 lbs., while a typical female stands n'n" and weighs 100 lbs.

Notes: Baboons lack full arm mobility. They can only use thrusting hand weapons, thrown weapons and slings. Shields are beyond their capabilities.

Durulz (Duck)   nn points

Attributes: ST-2 [-15], DX+2 [20], HT+1 [10].

Advantages: Amphibious [10].

Disadvantages: Reduced Hit Points (-1 hit) [-5], Reduced Move (-1 walking), Social Stigma (untrustworthy, -2 from most non-ducks) [-10].

Skills: Ducks do not need the Swimming skill.

Native Language: Ducks have no racial language. They speak the native tongue of the surrounding population.

Height and Weight: Ducks have -30" base height and +15% base weight relative to humans. A typical duck stands 3'0" and weighs 27 lbs.

Notes:

Enlo (Trollkin)   -8 points

Attributes: DX+2 [20], IQ-1 [-10].

Advantages: Acute Hearing +2 [4], Damage Resistance (DR 1 skin) [3], Darksense (see p. 10) [25], Immunity to Poisons (ingestive only) [12], Universal Digestion [15].

Disadvantages: Bad Sight (farsighted, mitigated by Darksense) [-5], Color-Blind (partial: can see black, white, red and shades of grey) [-5], Gluttony [-5], Poor Vision (-1) [-2], Reduced Hit Points (-1 hit) [-5], Short Lifespan (3 levels: start aging at 20 years, accelerate rolls at 29 and 37 years) [-30], Social Stigma (worthless and expendable slave) [-20], Trollkin Curse [-1], Weakness (sunlight, 1d damage per hour) [-6].

Skills: +2 to Stealth [2], -2 to Swimming [0]. Trollkin have no default Riding skill.

Native Language: Darktongue.

Height and Weight: Enlo have -8" base height and +33% base weight, relative to humans. The average trollkin stands 4'10" and weighs 130 lbs., though few can actually stand up straight enough to reach their full height.

Notes: Enlo characters may not have Acute Vision, but can purchase Acute/Poor Darksense at ±2 points/level. Most trollkin are slaves (Status -2 or lower), though particularly clever or skilled ones may be favored (Status -1).

Morokanth   47 points

The morokanth are the only non-human Great Tribe of Prax, and the only tribe that does not ride their herd beasts. They are massive tapir-like beasts that can walk upright (though they are more comfortable on all fours). Their feet are still hoof-like: their thumbs are only partly opposable.

Morokanth are carnivores and herd bestial humans (known as Herd Men) as a food source. They can (and do) distinguish intelligent humans from Herd Men, but the other Praxian tribes

still view them with suspicion. For Herd Man statistics, see the *Bestiary* (p. 58).

Attributes: ST+3 [30], DX-1 [-10].

Advantages: Acute Taste/Smell (+3) [6], Claws (hooves, +2 to punch/kick damage) [15], Damage Resistance (DR 2 hide) [6], Extra Encumbrance [5], Extra Hit Points (+2 hits) [10], Night Vision [10], Teeth (blunt, crushing damage based on half ST) [0].

Disadvantages: Bad Grip (-4 DX for grip or fine manipulation) [-10], Semi-Upright (-2 to Move on two legs, -1 to Move on three legs, can hold objects while walking) [-5], Social Stigma (bestial cheaters, -2 from most non-morokanth) [-10].

Skills: Many physical skills are affected by Bad Grip disadvantage (above). Morokanth can only use their own specially-customized hand weapons and cannot make effective use of missile weapons of any sort. They have no default Riding skill.

Native Language: Praxian.

Height and Weight: Morokanth have +6" base height and +25% base weight relative to humans. The average morokanth stands 6'0" and weighs 234 lbs.

Notes: Morokanth use the same occupational template as other Praxians (see p. 19).

Mostali (Dwarf)   90/70 points

Attributes: ST+2 [20], HT+3 [30].

Advantages: Absolute Timing [5], Earthsense (see p. 11) [25], Extra Encumbrance [5], Fit [5], High Technology (+2 TLs) [50], Less Sleep (2 levels) [6], Lightning Calculator [5], Single-Minded [5], Temperature Tolerance (3 levels, comfort zone -4° F. to 129° F.) [3], Unaging [15].

Disadvantages: Delicate Metabolism [-40], Easy to Read [-10], Low Empathy [-15], No Sense of Humor [-10], Reduced Move (-1 walking) [-5], Social Stigma (strange and unnatural, -2 from non-dwarfs) [-10].

Skills: Bonus of +6 [6] to one particular Craft skill (depending on caste).

Native Language: Mostali. Dwarfs do not use their own language with outsiders, so most will learn the native tongue of the surrounding population.

Height and Weight: Dwarfs have -20" to base height (relative to humans) and +120% base weight. The average dwarf stands 3'9" and weighs 101 lbs.

Notes: Most players will want to play Apostate dwarfs. Such characters substitute Extended Lifespan (see below) [5] for Unaging. They have Delicate Metabolism at the -20-point level, and their High Technology advantage is worth only 20 points (since they will not have access to much of dwarf technology). Apostate dwarf characters may buy off their Delicate Metabolism, Easy to Read, Low Empathy and No Sense of Humor disadvantages if desired.

Apostate dwarfs do not age until they have been Apostate for a number of years equal to 40 plus the sum of their ST, DX, IQ and HT. Once this age is reached, Apostate dwarfs age at the same rate as do humans.

It costs 60 points to play an Apostate dwarf.

Newtling   nn points

Attributes:
Advantages:
Disadvantages:
Skills:
Native Language:
Height and Weight:
Notes:

Uzko (Dark Troll) — 75 points

Attributes: ST+4 [45].

Advantages: Acute Hearing +2 [4], Damage Resistance (DR 1 skin) [3], Darksense (see p. 10) [25], Extended Lifespan (halve frequency of aging rolls after 50) [2], Extra Hit Points (+2 hits) [10], Immunity to Poisons (ingestive only) [12], Universal Digestion [15].

Disadvantages: Appearance: Ugly (to non-uz only) [-5], Bad Sight (farsighted, mitigated by Darksense) [-5], Color-Blind (partial: can see black, white, red and shades of grey) [-5], Gluttony [-5], Poor Vision (-2) [-4], Social Stigma (-3 to reactions from most non-uz) [-15], Trollkin Curse [-1], Weakness (sunlight, 1d Fatigue per hour) [-3].

Skills: +2 to Stealth [2], -2 to Swimming [0]. Trolls have no default Riding skill.

Native Language: Darktongue.

Height and Weight: Male trolls have +8" base height and +40% base weight. Females have +10" base height and +55% base weight. Average male trolls stand 6'2" and weigh 285 lbs., while average females stand 6'4" and weigh 340 lbs.

Notes: Troll characters may not have Acute Vision, but can purchase Acute/Poor Darksense at ±2 points/level.

Uzdo (Great Troll) — 160 points

Attributes: ST+10 [110], IQ-2 [-15], HT+4 [45].

Advantages: Acute Hearing +2 [4], Damage Resistance (DR 2 skin) [6], Darksense (see p. 10) [25], Extended Lifespan (halve frequency of aging rolls after 50) [2], Extra Hit Points (+2 hits) [10], Immunity to Poisons (ingestive only) [12], Universal Digestion [15].

Disadvantages: Appearance: Ugly [-10], Bad Sight (farsighted, mitigated by Darksense) [-5], Color-Blind (partial: can see black, white, red and shades of grey) [-5], Gluttony [-5], Poor Vision (-2) [-4], Social Stigma (-4 to reactions from most non-uz) [-20], Sterile [-3], Weakness (sunlight, 1d Fatigue per hour) [-3].

Skills: +1 to Stealth [1], -2 to Swimming [0]. Great trolls have no default Riding skill.

Native Language: Darktongue.

Height and Weight: Great trolls have +29" base height and +33% base weight relative to humans. An average great troll stands 7'10" and weighs 552 lbs.

Notes: All great trolls are male: most are slaves (Status -2 or lower). Great troll characters may not buy their IQ up more than 3 points. They may not have Acute Vision, but can purchase Acute/Poor Darksense at ±2 points/level.

CHARACTER TEMPLATES

These are game-ready templates, intended to allow players to quickly create characters from typical Gloranthan backgrounds. The templates also serve as quick NPC sheets.

Praxian Tribesman — 75 points

Among the barbarian tribes of Prax, every male child is trained as a hunter and warrior. Praxian boys are prepared for the harsh necessities of subsistence in the Wastes: outdoor, combat and animal skills are emphasized.

Attributes: ST 11 [10], DX 13 [30], IQ 10 [0], HT 11 [10].

Advantages: A total of 15 points from Acute Vision [2/level], Ally Group [varies], Animal Empathy or Beast-Kin [5 or 15], Combat Reflexes [15], Danger Sense [15], Fit or Very Fit [5 or 15], High Pain Threshold [10], Toughness (DR 1) [10], or +1 to ST or HT [10].

Disadvantages: A total of -20 points chosen from Bad Temper [-10], Bloodlust [-10], Bow-Legged [-1], Callous [-6], Chummy or Gregarious [-5 or -10], Code of Honor (Praxian) [-5], Impulsiveness [-10], Overconfidence [-10], Primitive (TL1) [-5], Sense of Duty [-5 to -15], or Social Stigma (Barbarian) [-15].

Primary Skills: Riding (P/A) DX+1 [4]-14, cultural weapon (P/A) DX [2]-13, and 8 points in ranged weapon skills (*e.g.*, Bow, Spear Throwing) *or* Lance (P/A) DX+2 [8]-14.

Secondary Skills: Armoury/TL2 (hand weapons) (M/A) IQ+1 [4]-11, First Aid (M/E) IQ+1 [2]-11, and Survival (Wastes) (M/A) IQ [4]-11.

Background Skills: A total of 6 points spent among Animal Handling (specialized in tribal animal) (M/A), Area Knowledge (Wastes) (M/E), Brawling (P/E), Equestrian Acrobatics (P/H), Knife (P/E), Leadership (M/A), Orienteering/TL2 (M/A), Tactics (M/H), Tracking (M/A), Veterinary/TL2 (M/H) and Weather Sense (M/A).

Native Language: Praxian.

Customization Notes: Severe physical disadvantages are extremely rare (infants with obvious defects are left exposed) and Fat and Obese are uncommon.

Morokanth characters learn Hiking (P/A) [HT] or Running (P/H) [HT] instead of Riding.

The Mounted Archery maneuver (p. 16) is popular among bow-using tribes: Bareback Riding and Side-Riding are common to all mounted tribes.

Each Praxian tribe uses its own distinctive weaponry, as shown below.

Tribe	Combat/Weapon skills
Alticamelus	Axe/Mace *or* Broadsword, Lance, Shield, Spear, Spear Throwing
Bison	Axe/Mace *or* Broadsword, Lance, Shield, Spear Throwing
Impala	Knife, Shortsword, Bow *or* Spear Throwing
Sable	any of Axe/Mace, Broadsword, Flail, Knife, Lance, Shield, Shortsword, Spear
Morokanth	Karate, Spear *or* Two-Handed Axe/Mace

Sartarite Carl — nn points

This template represents the training received by male children in the lands of Sartar. Sartar is more civilized than most Orlanthi cultures, so the skills learned are less combat-oriented and place more emphasis on artistic and professional skills.

Attributes:
Advantages:
Disadvantages:
Primary Skills:
Secondary Skills:
Background Skills:
Native Language: Sartarite.
Customization Notes:

Sartarite Cottar — nn points

Ranking lower in the social scheme of Sartar, cottars are poor tenant farmers.

Attributes:

Attributes:

Advantages:

Disadvantages:

Primary Skills:

Secondary Skills:

Background Skills:

Native Language: Sartarite.

Customization Notes:

Western Knight   nn points

Knights make up the military forces of the West. They represent the lowest ranks of the upper classes.

Attributes:

Advantages:

Disadvantages:

Primary Skills:

Secondary Skills:

Background Skills:

Native Language: Sartarite.

Customization Notes:

Western Peasant   nn points

These often-poor folk make up the bulk of Western society.

Attributes:

Advantages:

Disadvantages:

Primary Skills:

Secondary Skills:

Background Skills:

Native Language: Sartarite.

Customization Notes:

Advantages:
Disadvantages:
Primary Skills:
Secondary Skills:
Background Skills:
Native Language: Sartarite.
Customization Notes:

Sartarite Thegn   nn points

Thegns are the wealthiest and most influential members of Sartarite society.

CONVERTING CHARACTERS

This section offers some guidelines for converting existing characters from the 3rd edition *RuneQuest* system to *GURPS*. These are *not* intended as hard and fast rules: if the suggestions given here seem to distort the nature of your character, ignore them!

Attributes

Use the following table to convert between *RQ* characteristics and *GURPS* attributes.

RQ	GURPS	RQ	GURPS
3 or less	7 or less	11	10
4	7	12	11
5	8	13	11
6	8	14	12
7	9	15	12
8	9	16	13
9	10	17	13
10	10	18 or more	14 or more

ST: Convert *RQ* STR using the table above. Add +1 if SIZ is 16 or higher, -1 if SIZ is 9 or lower.

DX: Convert *RQ* DEX using the table above.

IQ: Convert **RQ** INT using the table above.

HT: Convert **RQ** CON using the table above. Add +1 if SIZ is 16 or higher, -1 if SIZ is 9 or lower.

Appearance: Treat **RQ** APP scores of 4 or below as Hideous, 5-6 as Ugly, 7-8 as Unattractive, 9-12 as Average, 13-14 as Attractive, 15-16 as Beautiful/Handsome and 17 or higher as Very Beautiful/Handsome.

Will: Convert **RQ** original POW using the table above, then subtract converted IQ to find the number of levels of Strong Will (or Weak Will, if negative) needed.

Power: Convert **RQ** current POW using the table above, then subtract converted IQ to find the number of levels of Magery needed. This *can* be a negative number!

Senses: Convert **RQ** Listen and Scan (or Search, if better) skills using the skill level table (below). If these are higher than the character's IQ would normally indicate, add levels of Acute Vision, Acute Hearing, Acute Taste/Smell or Alertness (GM's option) as needed. If the converted skills are lower than IQ would indicate, use the IQ base.

Except as noted here, all secondary attributes (Basic Speed, Move, Damage, Fatigue, Hits) are calculated normally from the character's converted attributes.

Advantages and Disadvantages

Some advantages and disadvantages will be added as a result of attribute conversion (see above). Others should be added on a case-by-case basis. Shaman characters should take World Sight, initiates and priests should take Cult Rank, and wizards should take xxx. Any attendant advantages and disadvantages should also be taken.

Converted characters should obey the limit of -40 points of disadvantages unless doing so would *totally* distort the character's personality or abilities.

Quirks

Converted characters may take the usual 5 quirks. These should reflect the character's established personality, although the player may always add details to the characterization.

Skills

Use the following table to convert between **RQ** skill ratings and **GURPS** skill levels. If this would give a character a skill level below the normal default, ignore the result and use the default skill level.

RQ	GURPS	RQ	GURPS
0	default	46-55%	(DX/IQ)
1-5%	(DX/IQ)-5	56-65%	(DX/IQ)+1
6-15%	(DX/IQ)-4	66-75%	(DX/IQ)+2
16-25%	(DX/IQ)-3	76-85%	(DX/IQ)+3
26-35%	(DX/IQ)-2	86-95%	(DX/IQ)+4
36-45%	(DX/IQ)-1	96%+	(DX/IQ)+5

The table below shows common **RQ** skills along with their **GURPS** equivalents. Some skills break down to many equivalents: in such cases, the player should (in consultation with the GM) decide which skills best represent the character's abilities. A few **RQ** skills equate to **GURPS** advantages: these are shown in *italic* type. Skills or advantages marked with asterisks (*) are described or expanded in this book: see the relevant sections earlier in this chapter.

RQ *skill*	GURPS *skill*
Animal Lore	Animal Handling, Ecology, Genetics, Naturalist, Veterinary, Zoology, *etc.*
Bargain	Merchant
Boat	Boating
Ceremony	Ceremony*, Meditation, Theology*
Climb	Climbing
Conceal	Camouflage, Holdout
[Craft]	various Craft skills
Devise	Forgery, Lockpicking, Traps
Dodge	Acrobatics (possibly)
Drive [Vehicle]	Charioteer*, Teamster
Enchant	Enchant*, Theology*
Evaluate	Merchant
Fast Talk	Fast-Talk
First Aid	Diagnosis, First Aid, Physician, Surgery
Hide	Stealth (use better of Hide or Sneak)
Human Lore	Anthropology, Archaeology, Detect Lies, History, Occultism, Psychology, Savoir-Faire, Streetwise, *etc.*
Jump	Acrobatics, Jumping
Listen	*Acute Hearing*, Alertness**
Mineral Lore	Geology, Metallurgy, Prospecting, *etc.*
Orate	Bard, Diplomacy, Poetic Composition, Poetry, *etc.*
Plant Lore	Agronomy, Botany, Herbalist, Naturalist, *etc.*
Play [Instrument]	Musical Composition, Musical Instrument
Ride [Animal]	Riding
Scan	*Acute Vision*, Alertness**
Scout [Terrain]	Area Knowledge, Navigation, Orienteering, Survival
Scout Urban	Area Knowledge, Scrounging, Shadowing
Search	*Acute Vision*, Alertness**
Sing	Singing
Sleight	Escape, Juggling, Pickpocket, Sleight of Hand
Sneak	Stealth (use better of Hide or Sneak)
Spoken [Language]	Language skill*
Summon	Summon*, Theology*
Swim	Swimming
Throw	Throwing
Track	Tracking
Treat Disease	Diagnosis, Physician
Treat Poison	Diagnosis, Physician, Poisons
Understand [Beast] Speech	Animal Handling, Naturalist, Veterinary
[Weapon] skill (use better of attack and parry)	Weapon skill
World Lore	Architecture, Chemistry, Meteorology, Physics, *etc.*
Written [Script]	*Literacy**

Armor and Weapons

The table below shows **GURPS** armor types corresponding to **RQ** armor. More details on armor types are found in the

Combat chapter: statistics for armor pieces appear on the *Armor Table* (p. 80).

RQ armor	GURPS armor
Clothing (0 points)	Clothing (PD 0, DR 0)
Soft leather (1 point)	Soft leather (PD 1, DR 1)
Stiff leather (2 point)	Heavy hides (PD 1, DR 2)
Cuirbouilli (3 points)	Leather (PD 2, DR 2)
Bezainted (4 points)	Scale/ring (PD 3, DR 4)
Ringmail (5 points)	Scale/ring (PD 3, DR 4)
Lamellar (6 points)	Segmented (PD 4/2, DR 5/3) or Scale/ring (PD 3, DR 4)
Scale (6 points)	Scale/ring (PD 3, DR 4)
Chainmail (7 points)	Chain (PD 3/1, DR 4/2)
Brigandine (7 points)	Scale/ring (PD 3, DR 4)
Plate (8 points)	Plate (PD 4, DR 5-7)

Weapons should be chosen according to *GURPS* skill and by similarity to *RQ* weapons. Consult with the GM if your adventurer's weapon does not appear on the *Hand Weapon Table* (p. 76) or *Ranged Weapon Table* (p. 78).

Example of Conversion

Eamon the Rude is an Orlanthi smith. In *RuneQuest*, he has STR 18, CON 16, SIZ 14, INT 14, POW 14 (original 12), DEX 11 and APP 8. In *GURPS*, Eamon would have ST 14, DX 10, IQ 12 and HT 13.

Eamon's APP of 8 gives him an Unattractive Appearance. His original POW of 12 converts to a Will of 11, and his current POW of 14 converts to a 12 Power. Since Eamon's IQ is 12, he has one level of Weak Will and no Magery.

Using the skill conversion table, Eamon's Listen of 57% equates to IQ+1, so he has one level of Acute Hearing. His Scan of 67% converts to IQ+2, so he has two levels of Acute Vision. Eamon's player calculates his Basic Speed (5.75), Move (5), fatigue (14), hits (13) and base weapon damage (2d swung, 1d thrust) from the converted stats.

For skills, the player converts Mineral Lore 77% to Metallurgy-15 (IQ+3), Craft (Smith) 92% to Blacksmith/TL2-16 (IQ+4), and Hammer Attack 48% to Axe/Mace-10 (DX). Other skills convert similarly.

GAME SYSTEM 2

SENSE ROLLS

The rules on p. B92 cover most situations in which characters need to make sense rolls. For situations where more detail is desired (especially those where a precise detection distance is needed), the following rules (adapted from the Sensor rules on pp. VE168–174) can be used.

Vision

Find the *Skill Modifier* for the spotting attempt by adding together the following four modifiers.

Scan value is +10 for visual spotting.

Size and *Speed/Range* modifiers are found using the normal *Size and Speed/Range Table* on p. B201. Instead of adding the target's speed to its range (as for ranged attacks), though, *subtract* the target's speed from its range: moving targets are *easier* to spot!

Misc is the sum of all applicable bonuses or penalties from the *Vision Modifiers* table (see sidebar).

If the final Skill Modifier is -10 or worse, spotting is impossible. Otherwise, add it to the spotter's Vision (IQ ± any modifiers for Acute Vision, Alertness, Bad Sight, etc.) and roll on the following table.

Degree of Success	Result
Critical Failure	Contact error.
Failure by 3+	No contact.
Failure by 1-2	Detection.
Success by 0-2	Detection.
Success by 3-4	Detection and Recognition.
Success by 5+	Detection, Recognition and Identification.

Contact error: the spotter has "detected" an object that isn't there, or has grossly misidentified one that is.

No contact: The object is too small or too far away to detect. Normally, another roll is only made when the modifier changes (for instance, as the target gets nearer and its Range modifier drops). If the spotter knows or suspects something is there, he may roll again at the GM's option, up to once per turn.

Detection: the spotter is aware of the object, though he may not have a precise idea of its range or speed. He may roll again at +4 to improve his contact: the minimum possible result for this roll is the same result (Detection). Others with him get the same +4 on their spotting rolls, but have no minimum result (they may still not be able to see the object).

Recognition: The spotter has enough information to make a general judgment as to the nature of the contact. This usually consists of the shape, range and speed of the object spotted. The spotter can distinguish between mounted and unmounted targets, humanoids and non-humanoids, and can see distinctive weapons (long spears, large shields) or objects carried. He may continue trying to improve contact, as above.

Identification: The spotter is able to discern details of the contact. This usually includes distinguishing any armor or weapons openly carried, markings or features (red hair, helmet plume).

Light conditions:
  Bad light: -1 to -9
  Total darkness: fails automatically!
LOS passes into or through:
  Dense smoke: -1 per yard
  Dense forest or jungle: -1 per 5 yards
  Fog or blizzard: -1 per 5 yards
  Water: -1 per 5 yards
  Light mist, open woods: -1 per 50 yards
  Falling rain or snow: -1 per 50 yards
Target aspect:
  Prone behind cover, head down: -7
  Only head exposed: -5
  Behind light cover: -2
  Body half exposed: -3
  Behind someone else: -4
  Crouching or kneeling without cover: -2
  Prone or crawling without cover: -4
Target camouflage:
  Good (dark clothes at night): -2
  Average: 0
  Poor (red jacket in forest): +2
Target moving on dusty terrain: +3
Target using Stealth skill: -1 × success margin of skill roll

Hearing Modifiers

Target wearing:
Cloth or soft leather: 0
Leather armor: +1
Metal armor: +4

Target moving in/on:
Mud or stone: +2
Running water, open woods: +3
Still water, dense forest or jungle: +5
Falling rain or snow: -3

Target(s) talking:
Whispering: +1
Quiet conversation: +2
Normal conversation: +3
Loud conversation: +5
Shouting: +6
Screaming: +8

Wind: wind penalty (see below)

Target using Stealth skill: -1 × success
margin of skill roll

Hearing

Find the *Skill Modifier* for the listening attempt as for Vision, with the following changes.

Scan value is +0 for hearing (for listening with an ear to the ground, the GM may allow a scan of up to +10 depending on the nature of the terrain).

Size modifier is based on the *weight* of the target, rather than its dimensions. Size 0 equates to human weight: while using height will provide a good first approximation, the GM should feel free to adjust the modifier for creatures which are very light or heavy for their size.

Speed/Range modifiers are found exactly as for Vision.

Misc is the sum of all applicable bonuses or penalties from the *Hearing Modifiers* table (see sidebar).

If the final Skill Modifier is -10 or worse, detection is impossible. Otherwise, add it to the spotter's Hearing (IQ ± any modifiers for Acute Hearing, Alertness, Hard of Hearing, etc.) and roll on the same table as for Vision, above.

Contact error, *No contact* and *Detection* results are treated exactly as discussed above.

Recognition and *Identification* are more nebulous for Hearing than for Vision: the listener will make out some details (metal armor, possibly language or even specific sentences), but will not get as much information as a spotter.

Darksense

Treat as Hearing, but with a base *Scan* value of +10 and *Size* modifier based on dimensions (as per Vision) instead of weight. Results are of the same level of precision as those for human vision.

Earthsense

Treat as Hearing, but with a base *Scan* value of +6. Results are of higher precision than those for human hearing, but lower precision than those for human vision.

WILL ROLLS

The rules for Will in the **GURPS Basic Set** (p. B93) are slightly murky on some points. This section attempts to restate the Will rules in a somewhat clearer fashion.

Will is a "figured" attribute, like Fatigue, Hit Points or Speed. If you have Weak Will (see p. B37), your Will is equal to the lower of your IQ or 14, minus Weak Will. Otherwise, it is equal to IQ plus any Strong Will you may possess.

Will is generally treated like any other attribute or skill; there are no special limits on how high or how low it can be. The exception is the Rule of 14, used when Will is being used to suppress a disadvantage or when a Fright Check is being made. In those particular situations, a Will roll of 14 or more fails. This is not to say that the number called "Will" cannot exceed 13, only that certain specific Will rolls fail on rolls of 14+.

Despite this, high Will has its advantages even when making Fright Checks. For example, a character with Will 20 could make a Fright Check with any modifier from 0 to -7 and still only fail on a 14 or higher.

In Glorantha, Will is *not* used to resist magic spells or spirit attacks (this is a change from the standard **GURPS** rules). The new calculated attribute Power (see p. 33) is used instead for these purposes.

RULE MODIFICATIONS

These are modifications to the game system for the house campaign. Some of these are borrowed from **GURPS** Q&A columns or the FAQ: others have been lifted or adapted from various sites on the Web. A few are even original!

Close Combat

The -1 per hit penalty for shock applies to ST rolls made for grapple and slam attacks, as well as to DX and IQ.

This change allows a grappled character to try to escape by damaging his opponent, or a successful user of the Step and Wait maneuver (stop-thruster) to avoid most of the impact of a slam.

Damage For Low ST Scores

The table showing basic weapon damage by ST (p. B74) gives incorrect results for very low ST values. Use the *Damage for Low ST* table in the sidebar to find basic weapon damage for characters with ST of 4 or less.

The damage listed is the same for thrusting or swung weapon attacks. Add weapon modifiers to this basic damage normally.

This change keeps low-ST characters very weak, but allows them to potentially do *some* damage with a weapon if they must fight.

Falling Damage

The existing rules for falling damage (p. B131) give inaccurate results both for short falls (which aren't deadly enough) and long falls (which are *too* deadly, on average). These rules (based on the impact "meta-rule" that every 5 yards/second of speed equals 1d of damage) give better results.

The table in the sidebar gives falling damages for falls from 1 to 50 yards. Treat any fall of more than 50 yards as 50 yards. All falling damage is *crushing*.

If the falling character rolls his DX, he reduces his effective falling distance by 3 yards. A successful Acrobatics skill roll reduces distance by 5 yards *and* subtracts 2 points from the rolled damage!

A falling character who lands on a soft surface takes -2 points of damage per die (*not* per yard!). Deep water counts as "soft" only if a Swimming roll is made; otherwise, treat it as a hard surface.

Soft armor (cloth, soft leather or chain) protects with its normal DR, to a maximum of DR 3. Hard armor (all other types) protects with *half* its normal DR (round up), also to a maximum of DR 3. Shields do not protect against falling damage.

This change reduces *average* falling damage (so long falls are less deadly) but increases *minimum* falling damage (short falls are much deadlier if the DX roll is missed).

HT Rolls For Survival

When rolling HT to avoid death (at -HT hits or below), make the first roll against unmodified HT. For each additional roll (every additional 5 hits), roll with an additional -1 penalty: HT-1 at (-HT+5) hits, HT-2 at (-HT+10) hits, etc.

This change has the effect of making combat even deadlier, and reducing the ability to fight on heroically after sustaining heavy damage.

Improving Basic Attributes in Play

Characters' ST and HT attributes can be raised in play at normal cost (not doubled as per p. B81). Improvement in play of DX or IQ attributes still costs twice as much as during character creation.

This change gives characters more incentive to increase their ST and HT (attributes which are readily trainable and do not affect too many skill levels) at the expense of DX and IQ (high scores in which can create "super-characters" very easily).

Killing Helpless Opponents

If an attacker wishes to slay a completely helpless (paralyzed, sleeping, knocked-out, etc.) foe, roll a Quick Contest of weapon skill (with the +4 bonus for attacking an inanimate object) vs. the victim's HT (plus lightest DR and any levels of Hard to Kill). If the attacker wins, the victim is automatically killed. If the victim ties or wins, the attacker does normal weapon damage.

This change makes it very easy to kill helpless opponents, while stopping short of making it an automatic success.

Parrying Extremely Heavy Weapons

You may not parry a weapon that is more than 12 times heavier than your own. Treat a fist or kick as weighing ST/5 lbs for this purpose.

Damage for Low ST

ST	Damage (Thrust or Swing)
1	1d-9
2	1d-8
3	1d-7
4	1d-6
5+	as per p. B74

Falling Damage

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

Passive Defense vs. High Damage

For every full (DR) dice done by an attack form, the PD of the defender's armor is reduced by one point. This prevents even heavy armor from unrealistically deflecting very powerful attack forms.

COMBAT

<div style="text-align: right; font-size: 3em;">3</div>

ARMOR

The *Armor Table* in the appendices (p. 80) contains details on armor types and pieces. This section adds some new rules to address specific armor-related issues.

Basic Armor Types

Armor can be made from many different materials. The most common types, listed on the *Armor Table*, are described here. Each description mentions whether the armor type is "flexible" (sometimes wearable under other armor) or "rigid" (not wearable under other armor). See the sidebar for rules on layering armor.

Clothing: (flexible) xxx.

Fur: (flexible) xxx.

Cloth: (flexible) Woven fabric layered to form padding.

Soft leather: (flexible) This is thin leather lined with a thin layer of padding (like a modern-day leather jacket). It offers the same protection as cloth but is warmer. Among peoples like the horsemen of Pent or the animal nomads of Prax, leather is *much* more common than cloth.

Leather: (rigid) Also called "cuirbouilli," this is thick leather that has been boiled in oil and wax to harden it. It is rigid and cannot be reshaped once set.

Chain: (flexible) Also called "mail." Small metal rings linked together without backing. Chain is normally worn over cloth padding: the PD, DR, cost and weight listed on the *Armor Table* assume this is the case. If worn without padding, use the entries for "Chain (bare)" instead.

Scale/Ring: (semi-flexible) Soft leather armor with metal scales or rings sewn onto it.

Segmented: (rigid) Articulated metal strips riveted onto soft leather backing. Segmented armor is too stiff to wear over limbs: it is normally only made as torso armor. It is used by the soldiers of Dara Happa and the Lunar Empire: other cultures have adopted it to a certain degree.

Plate: (rigid) xxx.

Other Armor Types

Many types of armor exist besides those listed above. Most of these can be treated as variations on the basic armor types.

Light hides: (flexible) These include deerskin and most other herd-animal hides. Treat as soft leather.

Heavy hides: (flexible) These include bison, rhinoceros and other thick hides. Treat as soft leather with +1 DR but 10% higher cost and weight.

Wood: (rigid) Used by the warriors of the Aldryami (elves) and unavailable to others. Treat as leather. Wooden armor is buoyant in water: discount its weight when figuring encumbrance for a character using the Swimming skill.

Bezainted, brigandine, jazeraint: (semi-flexible) These are all soft leather with metal pieces of varying sizes and shapes sewn on (or layered into) them. Treat as scale/ring.

Custom-Fitted Armor

Pieces of rigid armor can be specially fitted to a wearer. This requires a successful craft skill roll (specified below) for each piece so fitted: it adds 25% to the armor's

---

Keep track of the number of times a given piece of armor is *penetrated* by damage. When the armor has been penetrated (DR×5) times, it will no longer protect until repaired using the appropriate craft skill. The GM may wish to prorate the armor's PD and DR (rounding all fractions up) to simulate a more gradual loss of protection.

Attacks which do double or triple normal damage (magical weapons or certain critical hit results) also count double or triple against the armor's penetration limit. Those attacks which *bypass* armor do not count against the limit at all!

This rule is realistic, but adds a considerable amount of book-keeping. It should be considered optional.

cost, but cuts its encumbrance by 10% when worn. The actual *weight* of the armor does not change!

Leather: Use Leatherworking skill to fit. Fitted leather armor is most common among the nomads of Prax and Pent, but can be found almost everywhere.

Wooden armor: Use Woodworking skill to fit. Fitted wooden armor is normally found only among the various Aldryami cultures.

Segmented: Use Armoury/TL2 to fit. Most commonly found in Peloria among the Dara Happan and Lunar cultures.

Plate armor: Use Armoury/TL3 to fit (armourers from lower TLs suffer the normal penalties found on p. B185). Fitted plate is common only in the west of Genertela and among the dwarfs, though it may (GM's option) be available in any metal-working culture. Some types of heavy plate armor *must* be fitted to the user: these are noted on the *Armor Table* (p. 80).

Custom-fitted armor may be worn by anyone within 1 inch of the intended user's height and 25 lbs. of his weight, though it will not fit perfectly: the wearer suffers -4 to his DX owing to armor slippage and chafing. Unless reworked with another craft skill roll, custom-fitted armor will *never* fit anyone but the intended user!

WEAPONS

Descriptions and special rules for weapons are given here.

Hand Weapons

Axe/Mace
xxx

Blackjack
xxx

Brawling
xxx

Broadsword
Broadsword: The standard one-handed sword, found in many cultures.
Bastard sword: Sometimes called a "hand-and-a-half sword," this is a large broadsword with an oversized hilt to allow for two-handed grips.
xxx

Buckler
xxx

Flail
xxx

Garrote
xxx

Knife
xxx

Lance
xxx

Polearm
xxx

Shield
xxx

Shortsword
xxx

Spear
xxx

Staff
xxx

Two-Handed Axe/Mace
xxx

Two-Handed Sword
xxx

Whip
xxx

Ranged Weapons

Axe Throwing
xxx

Blowpipe
xxx

Bolas
xxx

Bow
Bow: The basic single-curve bow.
xxx

Crossbow
xxx

Knife Throwing
xxx

Lasso
xxx

Net
xxx

Sling
xxx

Spear Thrower
xxx

Spear Throwing
xxx

Throwing
xxx

BOWS AND ARCHERY

These rules expand and clarify the basic *GURPS* rules for archery, as set out in the *GURPS Basic Set*.

Unless specified otherwise, references to "arrows" in this section apply equally to crossbow bolts.

Arrow Types

These are as per the sidebars on pp. CII28-9. A table summarizing the different types of arrows appears in the appendices (p. 79).

Arrow Quality

Arrow-making (fletching) is covered by the Armoury/TL (Bows and Arrows) skill (p. B53). A successful roll produces a Good arrow: failure by 3 or less produces a Poor arrow. Critical success produces a Fine arrow. Very fine arrows require a verified critical (*i.e.*, a critical success followed by a second successful roll).

A table of arrow properties by quality appears in the appendices (p. 79).

Bow Strength

Each bow has a constant strength, expressed in terms of the minimum ST required to use it effectively. A bow will normally do damage by its ST, not its user's. It is assumed that the ST of a character's usual bow is equal to his own ST, but there may be times when an unknown bow must be used.

If the bowman's ST is equal to or greater than the bow's, there is no problem. A bow stronger than its user, though, has a range and damage appropriate to his ST, and the user suffers a -l penalty to hit for every point of ST difference. When using a bow too strong for him, an archer must make a ST roll at the same penalty for every shot. On a failure he cannot draw the bow at all, while on a critical failure, he has pulled a muscle: one of the archer's arms (usually that drawing the bowstring) is crippled (p. B127) for 20-HT hours. At the end of that time a HT roll must be made; on a success the arm is usable again, while a failure indicates that the arm is actually injured and must heal as though the arm had taken HT/2 points of damage. The archer does not actually suffer this damage -- except for shock effect (p. B126) -- but the arm will not function until healed for that many points.

Stringing and Unstringing

A bow is normally kept unstrung, so that it does not bend permanently in its strung shape and thus lose its strength. If the bowman and his bow are of the same ST, stringing the bow takes 2 seconds. If the bowman has a greater ST than the bow, it only takes 1 second. Archers weaker than their bows take 2 seconds, plus 1 second for every point of ST difference, but must make a ST roll at a penalty equal to that difference in order to succeed.

CHARIOTS

These rules expand and clarify the basic *GURPS* rules for Mounted and Vehicle combat, as set out on pp. B135-138. Much of this section is based on "Rules for Chariots in *GURPS*," an article by Phil Masters: the remainder is from *GURPS Imperial Rome* and personal invention.

Chariots in Combat

Chariots use the normal vehicular combat rules, but using the driver's Charioteer skill rather than Driving. The driver and passengers have the normal modifiers (p. B136) to their weapon skills while in the moving chariot: these are reproduced in the appendices for convenience.

Orlanthi charioteers frequently drive standing on the chariot yoke in order to allow a clear swing for a warrior fighting from the cart. A driver attempting this tactic is at -4. If he falls from this position, he takes normal damage (see sidebar) and must roll against his DX or Acrobatics skill *twice*: once to avoid being trampled by his team and once to avoid being hit by the chariot cart!

A charioteer can study the Yoke-Running maneuver (p. 17) to reduce the penalty associated with this tactic.

Chariot Races

WOUNDS AND INJURIES

Wound Severity

Adapt from John M. Ford's "I'm Not Dead Yet!" wound system in *GURPS Compendium I*.

Barbed Weapons

An arrow, bolt or similar barbed impaling weapon is considered to be *embedded* in its target if it inflicts a Serious Wound (4+ hits of damage). If the weapon is a missile, and if any damage is lost due to blow-through, the weapon has passed completely through the target and is not embedded.

An embedded weapon imposes a continuing shock penalty of half its inflicted damage (rounded down) on all of the victim's DX- and IQ-based rolls until it is removed. Characters with High Pain Threshold ignore this penalty: those with Low Pain Threshold suffer *double* the normal penalty!

The shock penalty can be halved by breaking or cutting off the protruding portion of the weapon (see *Attacking Inanimate Objects*, p. B125). If this is attempted by the victim, a roll against HT (modified by Will and the weapon's shock penalty) is also required: failure means he is unable to proceed because of the pain of the wound. Critical failure on this roll means he passes out!

In general, a wound caused by a barbed weapon will not cause bleeding (sidebar, p. B130) while the weapon is still embedded in it. On the other hand, the wound cannot be healed—by normal or magical means—until the weapon is removed. (The exception is the Rune spell Heal Body, which will remove the embedded weapon *and* heal the wound!)

Removing an embedded weapon without inflicting further damage takes one minute and requires a successful Surgery roll. If no-one has Surgery skill, it may be attempted at the First Aid-12 (!) default level. Critical success on this roll halves the time needed. Failure means no damage is done, but the weapon is left in place: on a critical failure, the weapon is removed but inflicts half as many hits coming out as it did going in (round down).

If the embedded weapon is *yanked* out without taking the time to be careful, treat this as an automatic critical failure on the Surgery roll. The victim must succeed in a HT roll (modified as above) or pass out, regardless of who does the yanking!

The Surgery and HT rolls to remove an embedded arrow are made at +3 if the injured location was covered by a silk garment. Silk lines the wound canal and makes it easier to remove the arrow without inflicting more damage. In Glorantha, only the Kralori and certain Pent tribes are aware of this fact.

MASS COMBAT

Rule Modifications

Blah.

Troop Types

These are calculated normally from the Mass Combat rules (pp. CII114-117).

Charioteering is dangerous: drivers can fall from their chariots, be dragged by their teams, or be crushed by an overturned vehicle. If they survive these dangers, they must still cope with the dangers of the battlefield!

Falling off a chariot usually occurs when the reins snap or are cut (a rare occurrence, thankfully). A fall while the vehicle is running at full speed will do 4d crushing damage (this can be halved with a successful Jumping, Acrobatics or DX-4 roll). If the chariot was moving at a lower speed, damage is 2d.

If the reins snap and the charioteer remains in the cart, he may attempt to seize the loose ends. This requires a roll against DX-4: if successful, further Charioteer rolls are at -3. If the attempt fails, the charioteer has *no* control over the team!

A more serious mishap takes place if the yoke linking the team to the chariot breaks. If the charioteer fails to release the reins in time (Charioteer-2 roll), or if he has tied them to his waist (common in races), he will be pulled from the cart and dragged by the panicked team, taking 3d crushing damage for the fall and 1d-3 *each round* until he can extricate himself. If the charioteer is tied or seriously entangled, he must draw his knife (DX-3 or Fast-Draw-2, since he is being dragged) and sever the reins (DR 3, HP 4).

Being caught by an overturning chariot is a common cause of death among charioteers. The charioteer can leap clear of the tumbling cart by taking a Dodge and Retreat maneuver (or an Acrobatic Dodge) as per pp. B108-109. Being smeared with grease or dung provides PD 1 for this purpose. A success results in a normal fall from the chariot (see above). On a failure, the charioteer is hit by the chariot. This does 6d crushing damage if traveling at full speed, or 4d otherwise.

Chariot teams trample for their usual damage (equal to kicking damage: 1d for small horses, 1d+2 for large ones, +2 for horseshoes). A very unlucky character could be trampled by more than one animal in the team *and* be hit by the chariot!

The *Random Hit Location Table* in the Appendices (p. 73) should be used for wild swings, missiles fired from outside their ½D range (or simply fired at the target as a whole), and other randomly-aimed attacks. This table is also useful when an attacker wishes to avoid partial armor (such as greaves or vambraces).

Attacks which affect a broad area (*e.g.*, fire or acid, falling damage) may use this table if they are sufficiently localized. The GM may overrule results that do not make sense (a falling adventurer is unlikely, for instance, to land on his heart or eyes).

To use the table, roll 3d to find the general hit location, then a subsequent 1d to find the specific body part struck. All hit locations use their normal rules, as given in the *Hit Location Table* (p. 71). Hit location penalties are not given (since randomly-aimed attacks generally are not subject to them). If needed, they are given on the *Hit Location Table*.

Aldryami Troops

Blah.

Chaos Troops

Blah.

Dragonewt Troops

Blah.

Durulz Troops

Blah.

Kralori Troops

Blah.

Lunar Troops

Blah.

Mostali Troops

Blah.

Orlanthi Troops

Blah.

Pent Troops

Blah.

Praxian Troops

Alticamelus Riders: Blah.

Bison Riders: Blah.

Impala Riders: Blah.

Morokanth: Blah.

Pol-Joni: Blah.

Rhino Riders: Blah.

Sable Riders: Blah.

Zebra Riders: Blah.

Undead Troops

Blah.

Uz Troops

Blah.

Western Troops

Blah.

MAGIC AND RELIGION

4

These are draft rules for running a Gloranthan campaign with the *GURPS* rules. They are necessarily tentative; many of the ideas set forth here still need playtesting to ensure that the feel and balance of the game world are not distorted in the conversion to *GURPS* mechanics.

Note that many of the rules presented here alter (often significantly) the rules given in the *GURPS Basic Set* and *GURPS Magic*.

POWER

Power is the basis of all Gloranthan magic. It is the magical embodiment of free will, measuring a character's ability to effect changes within Time. All living creatures have Power, forming an invisible aura around them (which can be seen with certain spells or abilities). Creatures without Power are by definition not alive, and mostly comprise mechanical constructs and the undead.

Starting Power

Power is a calculated characteristic (like Move or Will). Your starting Power is normally equal to your IQ. This may be modified if you have one or more levels of positive or negative Magery. See *Magery*, p. *9*, for more details.

Gaining and Losing Power

You may be called upon to *sacrifice* Power (when joining a cult, for example, or when apprenticing to a shaman or wizard, or when creating Enchantments). For each point sacrificed, you lose 1 level of Magery. This loss *does* reduce the value of your character, although most such sacrifices offer some advantage in return.

You may also *gain* Power during the game, either by participating in regular worship ceremonies or through exercising your will. Such gains must still be paid for in character points. For each point of Power gained, you must buy one level of Magery.

These Power gains and losses do *not* alter your IQ, but changes in IQ *do* affect your Power score. You cannot have a Power below 1: if your Power ever drops to 0, your soul has been destroyed!

ENERGY

Energy represents lost *Power*, just as Fatigue represents lost ST or injury represents lost HT. If your Power is 12, you can use up to 12 points of Energy before falling unconscious. Energy does not affect your Fatigue or hits at all, nor do Fatigue or hit loss affect your Energy.

Casting spirit or wizard spells will drain your Energy. You lose Energy when you are damaged in spirit combat. Other effects may also cause Energy loss.

Gloranthan spirit and wizard spells normally cost Energy, not Fatigue, to cast (this is a change from the normal *GURPS* rules).

As discussed on p. M9, a spell-caster may choose to power a spell partly or entirely with his Fatigue (temporary ST) or hits (temporary HT). Fatigue or hits lost this way are treated as normal Fatigue or damage, and are regained normally. The caster *can* knock himself out or even kill himself by using up Fatigue or hits; these are extremely dangerous techniques, and should be saved for the last resort!

The level of ambient mana in an area determines the rate of energy recovery for living creatures.

Very High: All Energy expended is restored at the end of each *turn*.

High: Energy recovery rate is doubled.

Normal: The world at large. No extraordinary benefits or penalties.

Low: Energy recovery rate slows to 1 point per 4 hours.

No mana: Natural Energy recovery is impossible.

Sanctity Levels

The level of sanctity determines the rate of Runepower expenditure and recovery for cult members (of initiate or higher rank).

Very High: The central altar chamber of a cult temple or shrine, or a significant holy place (*e.g.*, the peak of Mount Kero Fin for the Orlanth cult, or the Block for Storm Bulls). Cult Rune spells have one-fourth normal Runepower cost (round down), and all Runepower spent by cult members is renewed at the end of each *turn*. Treat as High Sanctity for allied cults, Barren for enemy cults and Low Sanctity for neutral cults.

High: The grounds of a cult temple or shrine, or a minor holy place. Cult Rune spells have one-half normal Runepower costs (round down). Treat as Normal Sanctity for allied cults and Low Sanctity for neutral and enemy cults.

Normal: The world at large. No extraordinary benefits or penalties.

Low: The grounds of an enemy cult's temple, or a minor enemy holy place. Cult Rune spells cost double normal Runepower.

Barren: The altar of an enemy cult's temple, or a major enemy holy place. Cult Rune spells *cannot* be cast.

A caster has a -1 penalty to his spell skill if he uses any amount of Fatigue to power his spell. His skill is -1 for *each* hit used to power the spell!

Effects of Energy Loss

Unlike Fatigue loss (which lowers your ST score), Energy loss does *not* reduce your Power score! Your ability to resist spells or overcome foes in spirit combat remains the same *until your Energy reaches 3*. At that point, your Power is cut in half (rounded down).

If your Energy is reduced to 1, you suffer a mental collapse and cannot perform any action requiring concentration (spell-casting, spirit combat, other actions at GM's option) until you have recovered at least 1 point of Energy. You *can* continue to talk, perform physical activity, use undemanding mental skills, etc.

You cannot have "negative" Energy. If your Energy reaches 0, you fall unconscious and automatically rest until you have recovered at least 1 point. While in this state, you automatically fail any resistance rolls; you are *wide open* to magical attacks or possession by malignant spirit creatures!

Energy Recovery

All living creatures normally regain Energy at a rate of 1 point per hour. This natural regeneration occurs regardless of your activity level: it happens whether you are unconscious, awake, resting or running. Your energy recovery *will* be affected by the level of mana in your environment: see the *Mana Levels* sidebar for details.

Creatures without Power scores (mostly undead and constructs) do not regenerate Energy on their own. Some of these creatures may have other ways to gain Energy, such as stealing it from the living.

Resistance

Your ability to resist spells is normally based on your Power (though certain spells may specify a different characteristic), modified for Energy loss as described above. Contrary to normal *GURPS* rules, Strong/Weak Will does *not* modify your resistance rolls against spells!

Spells which list resistance characteristics in their descriptions are considered to be *attack* spells. You will always resist such spells unless you consciously choose not to. If you are unconscious, you automatically attempt to resist.

Spells which do not list resistance characteristics are considered to be *non-attack* spells. You will only resist such spells if you consciously choose to. If you are geased not to accept a certain type of magic (such as healing magic), you *must* resist any such spell of which you are aware!

SPIRIT CREATURES

Discorporate creatures are collectively referred to as spirits.

Abilities of Spirits

Spirit creatures do not have ST scores (this is a change from the normal *GURPS* rules). Most have only IQ and Power in their natural forms. They typically have Move equal to their Power and Will equal to their IQ.

To use an existing description of a *GURPS* spirit creature and its abilities, treat its given ST score as its Power. Any costs given in Fatigue should be drawn from the spirit's Energy instead.

Spirits are not normally visible on the mundane plane, though most can form a shimmery presence on that plane when desired (treat as an inherent version of the Visibility spirit magic spell). While in this form, they can sense and interact with creatures on the mundane plane.

Possession

A spirit creature in dominant possession of a physical body gains the *physical* characteristics and attributes (ST, DX, HT, Speed, Move) of the possessed character but retains its own *mental* characteristics and attributes (IQ, Will, Power). The spirit also gains the possessed character's advantages and skills (if superior to its own), although it will suffer a -4 unfamiliarity penalty on any rolls. This penalty can be

bought off normally by the spirit: it does not, in any event, apply to advantages or skills (at level 12+) that the spirit has in common with the possessed body.

Spirit Combat

Spirit combat is treated as a series of Quick Contests of Power which may continue over several "rounds." A round is equal to 1 turn for combats taking place on or near the mundane plane. The further into the spirit plane the combatants are, the longer each round takes; an assistant shaman's fight with the Bad Man (2d rounds) may take *days* on the mundane plane!

You may make one attack and any number of defenses each round. Sequencing of attacks is done by Power (highest goes first), rather than by Move or Speed.

To attack in spirit combat, roll a Quick Contest of Power against your opponent. If you win this Quick Contest, you inflict Energy "damage" on your opponent based on your Power (see the *Energy Damage* sidebar). You can only inflict damage on your *own* attack: winning the Quick Contest for an *opponent's* attack just means you defended successfully.

Spirit combat requires concentration (choose Step and Concentrate maneuver). If you are hurt, knocked down, forced to use an active defense or otherwise distracted while in spirit combat, you must roll Will-3 or forfeit the next round's spirit combat rolls for attack *and* defense!

You may be engaged in spirit combat by more than one opponent simultaneously. Each combat is resolved as a separate series of Quick Contests. For each opponent beyond the first, you have a -1 penalty to *all* your spirit combat rolls.

Normally, spirit combat continues until one combatant is rendered unconscious or helpless from Energy loss (or is incapacitated through other means). To escape from spirit combat, you must win the Quick Contest of Power by 8 or more (!) *and* must be able to outrun your opponent. Since spirits can outrun almost any embodied creatures, this is generally only a useful tactic for spirits!

Intimidating Spirits

A shaman (only) may try to intimidate a neutral (non-enemy) spirit creature without actually engaging it in spirit combat. Treat this as a Contest of Power; the GM should modify the spirit's Power if it is strongly disposed towards or against the shaman. The shaman can try this trick on friendly spirits if he wishes, but the act of intimidation will usually change the spirit's reaction to unfriendly!

Spirit Magic

This is the simplest form of magic, and the most commonly known. Spirit magic generally produces low-key effects (like simple attribute or combat enhancements) for relatively little cost. It is powered by the caster's own energy, and is not learnable as a normal skill: excepting rituals, all spirit magic spell-casting rolls are made against unmodified Power.

Spirit spells are learned through spirit combat with summoned entities called spell spirits, which typically have a Power of 1d+1 for each point in their spell. Victory in this combat impresses the formula for the spell into the character's mind. A character may only memorize points of spirit magic spells equal to his IQ.

A spirit magic spell may be fixed-cost or variable. Variable spells may be learned at any strength, but spells over three points should be rare: the powerful spirits that know these spells are not ordinarily found near enough to the mundane plane to be summoned by simple spell-teaching rituals.

In addition to the gestures and vocalization normally required for spell-casting (see above), spirit spells normally require a focus to cast; this can be a lucky rabbit's foot, a sigil carved on a weapon, a medicine bag worn around the neck, a tattoo, or almost anything else. A character's focus is specific to him, and only serves one particular spell (though multiple foci could be carved onto the same sword, for instance). Casting without a focus penalizes a spirit magician's spell skill by -4.

Casting Procedure

The caster must concentrate for a number of turns equal to the spell's casting time (1 turn per point, unless specified otherwise in the spell's description). On his *next* turn, he declares any required options (*e.g.*, naming the target of an attack spell) and

Energy Damage

Use this table to find the damage you inflict on an opponent in Spirit Combat. Damage is based on *Power*, not Energy!

Minimum damage on any roll is 1 point. Damage is based on permanent Power score, *not* current Energy!

Power	Energy Damage
1	1d-9
2	1d-8
3	1d-7
4	1d-6
5	1d-5
6	1d-4
7-8	1d-3
9-10	1d-2
11-12	1d-1
13-14	1d
15-16	1d+1
17-18	1d+2
19-20	2d-1
21-22	2d
23-24	2d+1
25-26	2d+2
27-28	3d-1
29-30	3d
31-32	3d+1
33-34	3d+2
35-36	4d-1
37-38	4d
39-40	4d+1
etc.	etc.

Types of Spirits

These entries represent a *very* basic sampling of Gloranthan spirit creatures. Spirits are as varied as the creatures of the mundane world, however, so don't let these descriptions constrain your imagination!

rolls against his Power, modified for casting constraints. Success causes the spell to take effect immediately: the caster loses Energy equal to the spell's cost. Failure causes the caster to lose a single point of Energy, regardless of the cost of the spell. Critical success or critical failure do not have any additional effects.

The Spirit Plane

Adjacent to the mundane world, and touching it at every point, is the spirit plane, the magical netherworld of ghosts, gods and heroes.

RUNE MAGIC

Rune spells represent the power of the gods, channeled by and through their mortal servants. These magics are essentially tiny HeroQuests which allow a god's worshipers to re-enact — on a much smaller scale — the deity's deeds from the Godtime on the mundane plane.

The Great Compromise

The fundamental nature of Gloranthan religion is defined by the Great Compromise, the enactment of which brought an end to the Godtime and created Time as it exists today. In agreeing to it, the gods ceded their free will: the terms of the Compromise restrict deities to their own spheres of influence and prevent them from changing themselves or the world.

The Compromise limits the power of the gods in ways that do not conform to the usual fantasy-world archetypes. Gloranthan deities are not only not omniscient, but are extremely dependent on their worshipers for information. They cannot read the minds of their followers, and can only communicate with them in specific and ritualised fashions (and even then only by means of the worshiper's link to the god).

Runepower

The majority of Rune spells do not require Energy expenditure on the part of the caster. They are powered by mana held in the link between god and worshiper. This stored mana is called Runepower.

Priests may sacrifice to the god to increase their store of Runepower. In game terms, the priest sacrifices one or more levels of Power and uses the character points gained to buy an equal number of levels of Runepower.

Certain Rune spells (such as Heal Wound, p. 46) require the caster to expend Energy as well as Runepower. The energy costs for such spells are treated exactly as those for spirit or wizard spells.

Runepower is temporarily used up in the casting of Rune spells. To regain this used Runepower, the worshiper must pray for at least an hour at a cult temple and roll against the cult's Ceremony skill: success restores one point of lost Runepower. Critical success restores three points of Runepower: critical failure prevents any further attempts being made that day.

Divine Intervention

A worshiper with the Divine Intervention advantage (p. 9) can make a specific request of his god, stating both the effect desired and the means by which it is to be accomplished. If successful, the worshiper pays the cost of the god's intervention in the form of character points.

The player rolls 3d to determine the success or failure of the attempt. The base success roll is 3, to which is added +1 for every *full* four points of the worshiper's Power score. A roll equal to or less than this number means the god fulfills the request, though not always in the precise fashion envisioned. The character *instantly* loses character points equal to three times the die roll.

A roll greater than the chance of success means nothing happens: the god does not hear the initiate's request. The attempt may not be repeated, although the worshiper may try a different request if he wishes.

Should the player roll a natural 18, the Divine Intervention is successful, but the worshiper's spirit is taken into immediate service with the god. This means instant death for the worshiper, with absolutely no chance of resurrection (since the spirit is not lingering by the body as in normal death). Calling on your god is *dangerous*!

If a worshiper does not have enough unused character points to pay the cost of a successful Divine Intervention, he must accept one or more new disadvantages to offset it. These disadvantages take effect *instantly*: in most cases, the worshiper loses one or more levels of Power, but the god can choose any disadvantages that suit its purposes. The worshiper may buy off such disadvantages normally.

Rune Lords with the 10-point version of Divine Intervention roll only 1d when determining their success. This means that a Rune Lord with a Power of 12 or higher is *guaranteed* at least one successful Divine Intervention attempt!

Even Divine Intervention has limits. The Great Compromise (see p. 36) prevents the gods from acting outside their own spheres of influence. Thus, Orlanth (an air god) could not cause an earthquake to crack the walls of a city, although he could send a mighty wind to achieve a similar effect. In addition, the terms of the Compromise mean that gods cannot act within the confines of an enemy temple (or even act *too* directly against an initiate of another god's cult): Divine Intervention may only be attempted in areas of Normal Sanctity or better.

Cult Ranks

These ranks are effectively new vocational templates: they offer no special point breaks or abilities. Not every cult will follow the hierarchy presented here, though most will have at least some of these ranks. See the specific cult write-up for full details on cult ranks.

Lay Member

This is the rank accorded to children beneath the age of initiation, as well as to friendly outsiders and initiates of allied cults. Neutral outsiders are sometimes allowed to purchase Lay Membership for a single worship service, so as to attend without disrupting the ceremonies by their presence.

Lay Members have no power in the cult and few responsibilities (though they are expected to obey the general strictures of the religion). They have no Investiture or magical abilities, cannot request Divine Intervention, and gain no support from the cult. A Lay Member owes no time or money to the cult, and receives no reaction bonus or penalty from cult members.

It normally costs no points to be a Lay Member of a cult.

Initiate

This is full-fledged cult membership (one level of Cult Rank, 5 points), and is the most commonly encountered level of Cult Rank. Adults who are *not* initiates may be looked at askance or even treated badly in some parts of Glorantha.

Initiation traditionally takes place at the age of maturity (15 years for humans). Most cults grant Initiatory Investiture (10 points) and Divine Intervention (15 points) to new initiates: these advantages must be paid for normally in character points.

An initiate is not supported by the cult, but can rely on a certain degree of help from it: treat this as a very limited Patron (2 points).

As part of the initiation ritual, the character sacrifices a point of Power to form a magical link with the deity. The cost of this sacrifice (typically -10 points) helps to offset the cost of Cult Rank and its associate advantages.

Many cults impose Duties or Vows on their initiates: these also count against the cost of the cult's advantages. Unless specified otherwise, assume that initiates have both a Duty to the cult (not usually dangerous, 10% of the time) and a Vow (tithe 10% of all wealth to the cult), each worth -1 point.

An initiate receives a +1 reaction bonus from other members of the same (or associated) cults. When dealing with enemies of the cult, this bonus becomes a -1 reaction penalty. Initiates do not normally

The total cost for a "generic" initiate with all the cult advantages and disadvantages mentioned above is 20 points.

Acolyte

Acolytes occupy a position of mid-level responsibility in the cult. They are essentially junior priests: they typically have the same access to cult magic (and the same restrictions, such as any Duties or Vows) as priests, but have less worldly influence and fewer temporal and spiritual responsibilities. Most cults do not allow their acolytes to lead worship services.

Acolytes have two levels of Cult Rank (10 points). They normally have Full Investiture (25 points) and normal Divine Intervention (15 points). They receive limited support from the cult (treat as a Patron worth 5 points).

An acolyte has a Duty to the cult (not usually dangerous, 50% of the time) and a Vow (tithe 50% of all wealth to the cult), each worth -5 points. They must observe the cult's Disciplines of Faith: this is normally a -5-point disadvantage.

Acolytes receive a +2 reaction bonus from other members of the same (or associated) cults. When dealing with enemies of the cult, this bonus becomes a -2 reaction penalty. Acolytes typically gain effective Status 1 as a result of their Cult Rank: this is ignored if the acolyte already has Status 1+.

Not all cults have acolytes: typically only large and well-organized cults can support them. The cult of Eurmal (the Trickster of Orlanthi mythology), by comparison, has no other cult ranks: all Eurmali are acolytes.

The total cost for a "generic" acolyte is 40 points.

Rune Lord

Rune Lords are secular representatives of the cult. They are the worldly arm of the cult, its war-leaders, the symbolic exemplars of its virtues. In the temple hierarchy, Rune Lords typically rank above acolytes but below priests. Normally, only warlike cults have Rune Lords.

A Rune Lord has three levels of Cult Rank (15 points). Most have Initiatory Investiture (10 points) and Divine Intervention (15 points). Rune Lords are supported entirely by the cult, and can call upon it for assistance if needed. Treat this as a Patron (powerful organisation) worth 15 points.

Rune Lords of certain cults (*e.g.*, Humakt, Urox) are also the cult's priests: in such case, use Full Investiture (25 points). Additionally, some cults allow their Rune Lords access to the more powerful form of Divine Intervention (40 points).

Some cults offer allied spirits to their Rune Lords. A newly-invested Rune Lord may roll against his Power (with a -4 penalty) to gain such a spirit. The spirit may inhabit a part of the Rune Lord's regalia, or may take the form of an animal: in either case, it is an Ally built on 100 points (and costing the Rune Lord 5 points).

A Rune Lord typically has a Duty to the cult (dangerous, 90% of the time), worth -15 points, and a Vow (tithe 90% of all wealth to the cult), worth -10 points. He must observe the cult's Disciplines of Faith (normally -5 points).

Rune Lords receive a +3 reaction bonus from other members of the same (or associated) cults. When dealing with enemies of the cult, this bonus becomes a -3 reaction penalty. They typically receive an effective Status level of 2 from their Cult Rank: this is ignored if the Rune Lord already has Status 2+.

The total cost to play a "generic" Rune Lord is 25 points. Add 30 points if the cult offers improved Divine Intervention; 15 points if it allows Full Investiture; and 5 points if the Rune Lord acquires an allied spirit.

Priest

Priests are the primary spiritual representatives of the cult. They intercede with deities on behalf of their followers, lead worship ceremonies and generally act as centers of the cult community. Priests normally have access to all cult magic.

Priests have three levels of Cult Rank (15 points). They normally have Full Investiture (25 points) and normal Divine Intervention (15 points). They are supported by the cult, and can call upon it for assistance if needed (treat as a 15-point Patron).

A priest typically has a Duty to the cult (90% of the time), worth -10 points, and a Vow (tithe 90% of all wealth to the cult), worth -10 points. Priests must observe the cult's Disciplines of Faith (typically -5 points).

Some cults offer allied spirits to their priests. A newly-invested priest may roll against his Power (with a -4 penalty) to gain such a spirit. The spirit may inhabit a part of the priest's regalia, or may take the form of an animal: in either case, it is an Ally built on 100 points (and costing the priest 5 points).

Priests receive a +3 reaction bonus from other members of the same (or associated) cults. When dealing with enemies of the cult, this bonus becomes a -3 reaction penalty. Priests typically gain effective Status 2 as a result of their Cult Rank: this is ignored if the priest already has Status 2+.

Cost to play a "generic" priest is 45 points. Add 5 points if the priest acquires an allied spirit.

Some cults have additional ranks of priesthood. These may simply be administrative titles (as for the High Priest of a large temple) or may actually represent further refinements of priestly status (such as Imperator status in the Yelm cult or the rank of Khan in the Waha cult).

Priests ascending to such rarefied levels use the same rules for Patrons, Duties, Vows and potential Allies as normal priests. Each additional level of priesthood, however, counts as a further level of Cult Rank (at 5 points each) and adds an additional +1 reaction bonus from members of the same or associated cults (and an additional -1 reaction penalty from enemies of the cult). Each rank also normally adds 1 to the *effective* Status conveyed by the priest's Cult Rank.

Temples

WIZARDRY

This is the most scientific approach to Gloranthan magic, and the most demanding in terms of skills and study. Wizards approach magic as a manipulation of physical and spiritual laws of existence. A wizard who achieves comprehension of these laws can use them to produce great magical effects.

Spell Skills

Manipulation Arts

All wizards learn certain magical arts which enable them to manipulate certain aspects of their spells. These arts include the common magical skills of Intensity, Range and Multispell, as well as lesser-known skills such as Speed.

Presence

A wizard's Presence is a measure of his strength in magic. Presence allows wizards to maintain certain spells indefinitely.

Familiars

Wizardly Ranks

Student

Apprentice

Journeyman

Adept

Magus

RITUAL MAGIC

Ritual magic is not a system unto itself, but is rather a set of procedures common to all magical traditions (spirit magic, Rune magic, wizardry).

Ceremony Rituals

Enchantment Rituals

Summon Rituals

GRIMOIRE

SPIRIT MAGIC SPELLS

Unless specified in the spell description, all spirit magic spells take 1 turn to cast per point; they have a range of 50 yards and a duration of 5 minutes. Spirit magic spells cannot be maintained; if they expire, they must be cast again.

Spells with a cost given as "variable" may be learned at any strength (though non-shamans will rarely have spells over 3 points). A caster who knows a variable spell at a particular strength may cast it at any lower strength if he so desires.

Common Spells

These are the everyday spells most commonly used by adventurers. Most of these spells will be available to spirit-worshiping characters through their tribal shamans. Many cults also teach spirit magic spells to their initiates.

Befuddle   Regular; Resisted by Power

Causes the subject to become confused. The subject can take no action (not even active defense!). His PD may still protect him if he is attacked. If knocked down, he will stay down.

The subject may attempt to shake the spell off. Each such attempt requires five turns of uninterrupted concentration, after which the subject must *fail* an IQ roll. Normal success on this roll has no effect: critical success means the subject mistakes his friends for enemies (and *vice versa*) and acts accordingly for the rest of the spell's duration! If this occurs, no further rolls to shake off the Befuddle are possible.

Cost: 2 points.
Range: 50 yards.
Duration: 5 minutes.

Bladesharp   Regular

Improves the handling and edge or point of a specific cutting or impaling weapon. Each point adds +1 to attack and damage rolls with the weapon. This damage cannot cause the weapon to exceed its normal maximum damage (if any).

The damage added by this spell is magical, and may injure creatures which are immune to normal weapons.

Cost: Variable.
Range: Touch.
Duration: 5 minutes.

Bludgeon   Regular

Improves the handling and solidity of a specific crushing weapon. Each point adds +1 to attack and damage rolls with the weapon. This damage cannot cause the weapon to exceed its normal maximum damage (if any).

The damage added by this spell is magical, and may injure creatures which are immune to normal weapons.

Cost: Variable.
Range: Touch.
Duration: 5 minutes.

Control [Species]   Regular; Special Resistance

Allows the caster to dictate the actions of a single spirit creature of the appropriate species. The spell may *only* be cast on a creature that the caster has already defeated in spirit combat and has ordered to lower its resistance. It *automatically* fails if cast against a resisting creature. Spirits held in a shaman's fetch or a Binding Enchantment may be ordered to lower their resistance against this spell.

If casting is successful, the subject must obey, to the best of its ability, all commands issued by the caster. When the spell expires, the subject is free, whether or not it has completed any current tasks.

Subject and caster are linked by telepathic communication with range of line-of-sight. To command the subject, the caster must form a mental image of the action he wishes it to perform; this requires him to take at least one Concentration maneuver (and possibly more, at the GM's option).

If the caster issues more than one command, the subject obeys only the last issued. Complex series of orders must be given and executed one at a time.

Control spells are normally available for spirits, wraiths, ghosts, each type of elemental, hellions and nymphs. Spells for controlling other spirit creatures may (rarely) be found at the GM's option. There are no Control spells for mundane species.

Cost: 1 point.
Range: 50 yards.
Duration: 5 minutes.

Coordination   Regular

Increases the subject's agility. Each point adds +1 to the subject's DX score. This will increase DX-based skills, as well as characteristics such as Speed.

This spell cannot raise a creature's DX above double its normal DX score. Creatures without DX are unaffected.

Cost: Variable.
Range: Touch.
Duration: 5 minutes.

Countermagic   Regular

Protects the subject against the effects of spells (including area, information and even healing spells). Countermagic eliminates (and is unaffected by) any incoming spell 2+ points weaker than itself. It is eliminated by any incoming spell 2+ points stronger than itself (and the spell is unaffected). If the strength of the incoming spell is within 1 point of the strength Countermagic, *both* are eliminated!

If cast on an object, Countermagic protects other spells already affecting that object. It does *not* protect against enspelled objects (such as swords with Bladesharp spells!) or spirit creatures.

Cost: Variable.
Range: 50 yards.
Duration: 5 minutes.

Darkwall
Regular

Creates a wall of pitch darkness 10 hexes long, 10 hexes tall and 4 inches thick. Attacks into or across this wall are at a penalty (see p. CII70). The caster can move the wall (at Move 1) or reshape it (changing one hex per turn) by concentrating.

Cost: 2 points.
Range: 50 yards.
Duration: 5 minutes.

Demoralize
Regular; Resisted by Power

Causes the subject to lose faith in himself and his friends. If in combat, he may only choose from the All-Out Defense, Move or Concentration maneuvers. He may not cast offensive spells and may not Move towards enemies.

If not already in a combat situation, the subject must make a morale check at +5: any result better than Neutral means he runs away (if possible) or surrenders.

When first affected by the spell, the subject may attempt to realize that he is under the influence of the Demoralize spell. This requires a Concentration maneuver and a successful IQ-5 roll. Success means he can attempt to cast Dispel Magic or Fanaticism on himself to counter the spell. Fanaticism cancels Demoralize (and vice versa).

This spell does not work on animals or other creatures which operate on instinct.

Cost: 2 points.
Range: 50 yards.
Duration: 5 minutes.

Detect Enemy
Information

Must be cast using a fetish. The fetish guides the caster to the closest sentient being within 100 yards who has hostile intentions towards him, then the next closest, then the third closest, and so on.

Hostile intentions must be actively and currently directed at the caster to be detected by the spell.

Detection will be blocked by one or more yards of stone, metal or earth (or similar dense substance).

Cost: 1 point.
Range: Self only.
Duration: 5 minutes.

Detect Magic
Information

Must be cast using a fetish. The fetish guides the caster to the closest enchanted or enspelled object within 100 yards, then the next closest, then the third closest, and so on. Items on the caster's person will not be detected.

The spell will detect corporeal undead and similarly magical creatures, but will not detect spirit creatures or purely mechanical constructs.

Detection will be blocked by one or more yards of stone, metal or earth (or similar dense substance).

Cost: 1 point.
Range: Self only.
Duration: 5 minutes.

Detect [Substance]
Information

Must be cast using a fetish. The fetish guides the caster to the closest supply of the appropriate substance within 100 yards, then the next closest, then the third closest, and so on. Quantities of the substance on the caster's person will not be detected.

Detection will be blocked by one or more yards of stone, metal or earth (or similar dense substance).

Cost: 1 point.
Range: Self only.
Duration: 5 minutes.

Dispel Magic
Regular; Resisted by subject spell

Negates magical spells. One point of Dispel Magic will cancel one point of spirit magic or sorcery spells (measured against Intensity only). Two points of Dispel Magic are required to cancel one point of rune magic. A spell must be cancelled in its entirety in order to dispel it.

Unless targeted against a specific spell, this spell will first destroy defensive magic, beginning with the most powerful spell it can nullify.

Cost: Variable.
Range: 50 yards.
Duration: Instantaneous.

Disruption
Regular; Resisted by Power

Wracks the subject's body. The subject suffers 1d-2 damage (minimum of 1 point) to a randomly determined hit location. This damage ignores armor and Toughness, but has no damage multiplier and causes no bleeding or infection.

Cost: 1 point.
Range: 50 yards.
Duration: Instantaneous.

Dullblade
Regular

Blunts the cutting or impaling weapon on which it is cast. Each point reduces the weapon's damage rolls by 1 (to the normal minimum of 1 point of damage). This spell does *not* work on natural weapons!

Cost: Variable.
Range: 50 yards.
Duration: 5 minutes.

Endurance
Regular

Enhances the subject's stamina. Each point of Endurance restores 2 Fatigue to the subject, up to his normal maximum.

Cost: Variable.
Range: Touch.
Duration: Instantaneous.

Extinguish
Area

Puts out ordinary fires. One point will extinguish a light source (candle, torch, lantern, etc.); 2 points will put out a small campfire; 3 points will eliminate a full hex of fire (use as base cost for multi-hex castings).

Cost: Variable.
Range: 50 yards.
Duration: Instantaneous.

Fanaticism
Regular; Resisted by Will

Enrages the subject. If in combat, he may only choose from the All-Out Attack, All-Out Charge, Move or Concentration maneuvers. He may not cast non-offensive spells, and may only Move or Charge towards enemies.

If not already in a combat situation, the subject must make a morale check at -5: any result worse than Neutral means he attacks the nearest plausible target. He will *not* attack friends!

A Demoralize spell cancels Fanaticism (and vice versa). The subject does not need to make any IQ rolls to realize that he is under the influence of this spell.

This spell does not work on animals or other creatures which operate on instinct.

Cost: 1 point.
Range: 50 yards.
Duration: 5 minutes.

Farsee
Regular

Allows the caster to see faraway places and things as if they were closer. Each point effectively *halves* the range of objects in view (so two points cuts range to one-fourth normal, three points to one-eighth, *etc.*). This does *not* affect the effective or maximum range of weapons, spells or vision!

For ranged weapon attacks made with Farsee, multiply the target's true range by the appropriate factor (½, ¼, *etc.*) before adding target

speed to find the speed/range modifier on the *Size and Speed/Range Table* (p. 79).

Cost: Variable.
Range: Self only.
Duration: 5 minutes.

Firearrow   Regular

Must be cast on an arrow, dart or rock. The missile bursts into magical flame as it leaves the caster's bow or hand, inflicting +1d fire damage as well as its normal weapon damage. Armor will protect normally against this damage.

A Firearrow will ignite flammable material normally (in particular, 4+ hits of fire damage will partially ignite worn clothing: see p. M32).

Cost: 2 points.
Range: Touch.
Duration: 5 minutes.

Fireblade   Regular

Must be cast on a cutting or impaling weapon. The weapon bursts into magical flame, inflicting +1d fire damage as well as its normal weapon damage. Armor will protect normally against this damage.

A Fireblade will ignite flammable material normally (in particular, 4+ hits of fire damage will partially ignite worn clothing: see p. M32).

Cost: 4 points.
Range: Touch.
Duration: 5 minutes.

Glamour   Regular

Enhances the subject's appearance. Adds +1 to reaction rolls per point of spell. This bonus applies even to members of other species (who might normally not notice details of appearance). Four or more points of Glamour will render the subject unrecognizable.

Cost: Variable.
Range: Touch.
Duration: 5 minutes.

Glue   Regular

Each point produces a 4-inch by 4-inch patch of glue with a ST of 3d. Each additional point adds either another 4-inch by 4-inch patch or another 3d ST. A glued character must overcome the ST of the glue with his own in a Contest of ST; if he gets free, the spell is broken and that patch is no longer sticky.

Glue will not stick to living beings, whether animal or vegetable, though it *will* stick to beings without Power (constructs, undead, etc.).

Cost: Variable.
Range: Touch.
Duration: 5 minutes.

Heal   Regular

Repairs damage done to hit points. Heal must be applied to a particular wound which the caster can touch: it will not heal asphyxiation damage, poison, etc. Each point of spell restores 1 hit of damage for creatures of the same species as the caster (or 1 hit per two points of spell for creatures of other species).

Heal may be cast as a 0-point spell which instantly stops all bleeding from the wound touched. Strenuous activity on the part of the wounded character will restart the bleeding unless the wound has been fully healed.

It is dangerous to try to Heal the same wound more than once per day. Such an attempt is at -3 to skill: a failure *worsens* the wound treated by 1 hit (or 1d-3 hits on a critical failure). Unsuccessful castings of Heal do not count toward this limit.

A wound treated with Heal will not normally become infected unless deliberate attempts are made to cause infection (*i.e.*, smearing filth on sword blades). In such a case, roll normally for wound infection.

Cost: Variable.
Range: Touch.
Duration: Instantaneous.

Ignite   Regular; Resisted by Power

Produces a spot of heat which will ignite any *readily* flammable object (paper, tinder, dry cloth) in one second. Skin cannot be Ignited, though hair or fur can be if the subject fails to resist.

Cost: 1 point.
Range: 50 yards.
Duration: Instantaneous.

Ironhand   Regular

Adds +1 per point of spell to the subject's attack and damage rolls with a specific natural weapon. This damage cannot allow the subject to exceed the normal maximum damage for the attack form (if any).

Depending on the natural weapon enhanced, this spell may also be known (especially to non-human casters) as Ironhoof, Ironclaw, Ironfang, etc.

Cost: Variable.
Range: Touch.
Duration: 5 minutes.

Light   Regular; Resisted by Power

Must be targeted on a physical object (a wand, fingertip or wall will do). Produces a spot of light which illuminates a 10-yard radius as if by lantern (-2 darkness penalty). This light cannot be put out with the Extinguish spell.

Light may be cast on an opponent's eyes to blind him. Used this way, the spell may be resisted.

Cost: 1 point.
Range: 50 yards.
Duration: 5 minutes.

Lightwall   Regular

Creates a wall of solid light 10 hexes long, 10 hexes tall and 4 inches thick. The wall illuminates a 10-yard radius as per the Light spell. Attacks from one side of the wall (caster's choice) are at a penalty (see p. CII70); attacks from the other side are unaffected. The caster can move the wall (Move 1) or reshape it by concentrating.

Cost: 4 points.
Range: 50 yards.
Duration: 5 minutes.

Mindspeech   Regular

Allows mind-to-mind communication, like telepathy. Each point of the spell allows one more person to be in contact with the caster (though not with each other).

Mindspeech transmits only subvocalized thoughts intended for the other communicants. The spell does not convey any ability with unknown languages. Energy and spell knowledge cannot be transmitted.

Subjects can only communicate with the caster while within range. Straying out of range will *not* break the spell.

Cost: Variable.
Range: 50 yards.
Duration: 5 minutes.

Mobility   Regular

Adds +1 to the subject's Speed (affecting both Move and Dodge) per point of spell. The subject's fatigue costs are increased by one for every three points (or fraction thereof) of Mobility affecting him.

Cost: Variable.
Range: 50 yards.
Duration: 5 minutes.

Multimissile   *Regular*

Must be cast on a missile (arrow, crossbow bolt, sling stone, etc.) or thrown weapon. Each point of Multimissile creates one magical duplicate weapon which attacks alongside the original. These duplicates use the same attack skill and do the same damage as the original weapon. They cannot be aimed at specific body parts: use the random hit location table for all hits by duplicate missiles.

Speedart and Firearrow spells cast on the affected missile only affect the original weapon.

The cost given assumes a small missile weapon. Large weapons require 1 point per 5 lbs. per added missile.

Cost: Variable.
Range: Touch.
Duration: 5 minutes or until used.

Protection   *Regular*

Toughens the subject's skin, making him harder to damage. Each point adds +1 to the caster's DR. Treat this as Toughness (including the lack of protection for the eyes). Critical hits that ignore armor will also bypass Protection.

Cost: Variable.
Range: 50 yards.
Duration: 5 minutes.

Repair   *Regular*

Makes broken objects whole again. All the parts of the object must be present for the spell to work. Each point of spell repairs 3d hit points of damage. The repaired object shows a scar and permanently loses 1 hit from its maximum value. Repair will not restore any enchantments lost when the item was broken.

Cost: Variable.
Range: Touch.
Duration: Instantaneous.

Second Sight   *Information*

Allows the subject to see the Power auras of living beings (including Visible spirit creatures). Second Sight does *not* allow the subject to see into the spirit plane!

The auras of all creatures within 50 yards will glow in the caster's sight. If there are many creatures, the caster may have difficulty distinguishing one aura from another.

Enchanted items have auras based on the Power of their enchantments. Undead or mechanical creatures and ordinary spells have no aura.

The caster may (on a successful IQ+Magery roll) estimate the strength of another being's aura using this spell. By so doing, he can tell if the being's Power is within 5 points of his own, much stronger or much weaker.

This spell can be used to target attacks against living creatures which are invisible or in darkness (treat as invisible defender in known hex). It also allows the caster to use active defenses (at a -2 penalty) against such creatures.

Any heavy opaque surface (a wall, a woolen blanket, etc.) will block Second Sight.

Cost: 3 points.
Range: Self only.
Duration: 5 minutes.

Shimmer   *Regular*

Blurs the subject's image, making him harder to hit. Each point adds +1 to the subject's PD against all attacks.

Cost: Variable.
Range: 50 yards.
Duration: 5 minutes.

Silence   *Regular*

Muffles noises made by the subject. Each point of spell adds +1 to the subject's Stealth skill for purposes of remaining silent. Spell-casting and conversation are unaffected.

This spell does *not* make the subject harder to see: Stealth rolls for visibility are unaffected!

Cost: Variable.
Range: Touch.
Duration: 5 minutes.

Slow   *Regular; Resisted by Power*

Reduces subject's Speed (affecting Move and Dodge) by one per point of spell. A creature's Speed may be reduced to zero by means of this spell.

Cost: Variable.
Range: 50 yards.
Duration: 5 minutes.

Speedart   *Regular*

Must be cast on a missile (arrow, crossbow bolt, sling stone, etc.) or thrown weapon. The spell adds +3 to attack and damage rolls for that missile.

Cost: 1 point.
Range: Touch.
Duration: 5 minutes or until used.

Spirit Screen   *Regular*

Protects the subject from attack by spirits. Each point of spell adds +2 to the subject's Power when defending against spirit combat attacks. The spell does *not* improve the subject's Power for any other purpose!

Cost: Variable.
Range: 50 yards.
Duration: 5 minutes.

Strength   *Regular*

Adds +1 to the subject's ST (including Fatigue) per point of spell, increasing encumbrance limits, weapon damage, Fatigue, and some skill chances. If this spell is paid for with Fatigue, the cost will cancel the extra Fatigue gained, but all the other effects of raised ST will still apply.

This spell cannot raise a creature's ST above double its normal ST score. Creatures without ST are unaffected.

Cost: Variable.
Range: Touch.
Duration: 5 minutes.

Vigor   *Regular*

Adds +1 to the caster's HT score (including hits) per point of spell. If this spell is paid for with hits, the cost will cancel the extra hits gained, but all the other effects of raised HT will still apply.

This spell cannot raise a creature's HT above double its normal HT score. Creatures without HT are unaffected.

Cost: Variable.
Range: Touch.
Duration: 5 minutes.

Visibility   *Regular*

Allows a spirit creature to interact with the mundane plane. The creature takes on a translucent form, corresponding to its form while alive (if any).

Some spirit creatures have the ability to become Visible at no energy cost.

Visible spirit creatures may affect (and be affected by) mundane places, objects or beings by means of spells and conversation. They are unaffected by mundane weapons (even if enspelled).

This spell may only be cast by a creature on the spirit plane. It has no effect if cast from the mundane plane.

Visibility is not subject to the normal rules for Dispelling (or Dismissing or Neutralizing) magic; a spirit creature can only be forced

back to the spirit plane if an opponent Dispells (or Dismisses or Neutralizes) points equal to the spirit creature's Power.

Cost: 2 points.
Range: Self only.
Duration: 5 minutes.

Enchantments

These spells are used with the ritual magic rules (p. 39). They are normally only known by spirits and shamans. Some of these are common rituals discussed in the *Ritual Magic Spells* section (p. 47).

Armor   *Enchant ritual*
See the description under *Ritual Magic Spells* (p. 48).
Cost: 1 point (memorization only).

Bind [Species]   *Enchant ritual*
See the description under *Ritual Magic Spells* (p. 48).
Cost: 3 points (memorization only).

Call [Spirit]   *Summon ritual*
Summons a specific spirit entity to a propitiation ceremony presided over by the shaman. If the spell succeeds, the spirit appears: the shaman and all his followers must then sacrifice a point of Power to it (no spell is required for this sacrifice).

Once a given spirit has been successfully Called and propitiated, it can be worshiped (using the Worship [Spirit] ritual) and can grant its Rune spell to the presiding shaman.

Cost: 1 point (memorization only).

Energy Matrix   *Enchant ritual*
See the description under *Ritual Magic Spells* (p. 48).
Cost: 1 point (memorization only).

Spell Matrix   *Enchant ritual*
See the description under *Ritual Magic Spells* (p. 48).
Cost: 1 point (memorization only).

Strengthen   *Enchant ritual*
See the description under *Ritual Magic Spells* (p. 48).
Cost: 1 point (memorization only).

Summon [Species]   *Summon ritual*
See the description under *Ritual Magic Spells* (p. 48).
Cost: 1 point (memorization only).

Worship [Spirit]   *Ceremony ritual*
Allows the caster to lead a worship ceremony for the specific spirit entity named.

In such a ceremony, the spirit's devotees sacrifice all but one point of their Energy to the spirit. The presiding shaman then rolls against his Ceremony skill with a -10 modifier: for each 10 *full* points of Energy sacrificed, this roll is at +1. A successful roll means that the worship ceremony pleases the spirit. Failure means that the link between the spirit and worshipers is broken: the shaman must start the process over, beginning with the Call [Spirit] ritual.

A spirit that is successfully worshiped at least once per season can grant its Rune spell reusably to the presiding shaman and on a one-use basis to the worshipers. If the Rune spell is normally one-use, only the shaman can learn it. If the cycle of worship is broken, the Rune spell becomes one-use for the shaman until worship is renewed.

A tiny handful of spirits know multiple Rune spells. In such a case, the spirit can only grant one spell (its most common) unless the worship roll is made by 5 or more.

It is possible to worship deities with this ritual. If the shaman rolls a critical success on a worship roll for such an entity, the shaman and his followers gain access (for that season) to the deity's full array of Rune spells, including any common Rune spells. Theists tend to frown on such heretical worship.

Cost: 1 point (memorization only).

RUNE MAGIC SPELLS

Cost for Rune spells is given in points of sacrificed cult Runepower (see p. 36 for details). For comparison purposes, each point of Runepower is equivalent to two points of spirit magic or wizardry spells. Spells capable of being stacked are so described after their costs (along with any limits to such stacking).

Unless noted otherwise, all Rune spells have a duration of 15 minutes and a range of 100 yards.

Certain spells (also marked below) are one-use; characters cannot recover the Runepower used to cast such spells. Normally only acolytes and priests may learn the one-use spells of a cult.

Common Spells

These are fairly low-powered Rune spells, taught by any cult capable of mustering a major temple. The majority of Rune spells are cult specialty spells, given in the descriptions of each cult.

Command [Cult Spirit]   *Regular; Resisted by Power*
Allows the caster to dictate the actions of a cult spirit entity. The spell only works on entities affiliated with the caster's cult.

This spell must be stacked with a Rune magic Summon [Species] ritual (see p. 48 for details). If the Summon roll is successful, the caster may give the summoned entity one command (only) of 10 words or less. The entity *must* obey the command if its resistance is overcome.

Command [Cult Spirit] is commonly used to force a cult spirit into a Binding Enchantment, but can be used for other purposes.

Cost: 2 points of Runepower, stackable (one casting only, with Summon ritual).
Range: Summoned entity only.
Duration: Instantaneous.

Dismiss Magic   *Regular; Resisted by subject spell*
Eliminates magic spells affecting the subject. Each point of Dismiss Magic cancels two points of spirit magic or wizardry, or one point of Rune magic. Only the Intensity component of wizardry spells (plus any points spent to boost the spell) must be overcome.

If this spell is cast against a subject without specifying which spell is to be affected, it will always first destroy defensive spells, starting with the most powerful spell it can affect (random die roll or GM's decision if two or more spells tie). Dismiss Magic may be cast against a specific spell if the caster can discern or guess the spell in question.

Cost: 1 point of Runepower, stackable.
Range: 100 yards.
Duration: Instantaneous.

Extension   *Regular*
Extends the duration of any Rune magic spell which has a normal duration of 15 minutes. The Extension spell must be stacked with the spell to be affected. The combined spells are treated as a normal stacked spell (with the duration of the Extension and the range of the other spell) for game purposes.

Runepower costs for reusable Rune spells extended this way *cannot* be recovered at a temple until the extended duration expires!

Cost: 1 point of Runepower, stackable.

Range: As per affected spell.

Duration: 30 minutes for a 1-point Extension, doubling for each additional point (60 minutes for 2 points, 120 minutes for 3, *etc.*).

Find Enemy   Information

Alerts the subject to danger. The subject becomes aware of every sentient being within the spell's range who intends to harm him, whether or not they are currently visible.

If the caster is not the subject of the spell, he *also* becomes aware of all sentient beings intending harm to the subject.

Cost: 1 point of Runepower.

Range: 100 yards.

Duration: 15 minutes.

Find [Substance]   Information

Informs the caster of the presence of the substance sought. Occurrences of the substance within the range of the spell take on a slight identifying glow that is visible only to the caster.

Hidden objects made of the specified substance will be detected unless blocked by one or more yards of stone, soil or metal.

Cost: 1 point of Runepower.

Range: 100 yards.

Duration: 15 minutes.

Heal Wound   Regular

Repairs damage done to a living creature's hit points. It will work on any creature with hit points, regardless of species or origin. While it can be used to cure general (non-locational) hit-point damage, Heal Wound is normally cast on a specific wound: the points healed reduce the severity of the wound as well as the subject's damage total.

In addition to its Runepower cost, Heal Wound requires energy from the caster. Each hit point healed requires the expenditure of one point of energy. This expenditure does *not* add to the casting time of the spell!

Heal Wound may be cast repeatedly on the same wound with no ill effects.

Cost: 1 point of Runepower.

Range: Touch.

Duration: Instantaneous.

Mindlink   Regular; Special Resistance

Allows transmission of conscious thoughts, energy and spell knowledge between two people. It must be cast on both participants (who must be willing) simultaneously. The spell *automatically* fails if cast upon a resisting subject.

Any participant in a Mindlink may use the spell knowledge and energy of other participants without their consent. Participants defend against spells with their own energy. Any person can leave the link at any time. The Mindlink remains in effect so long as the participants are within spell range of each other.

Participants maintain separate identities and retain their IQ, Will and Power for all game purposes. Mindlink does not reveal hidden thoughts, unconscious urges or permanent spell knowledge. It cannot be used to teach a spell.

Spells which affect morale or IQ (*e.g.*, Mindblast, Befuddle, Demoralize, Stupefaction), if cast against one member of a Mindlink, will affect everyone connected to that member. Each participant makes a separate resistance roll.

Mindlink can be stacked so that several sets of two people are linked together, so that several pairs of people are independently linked in pairs, or so that one central person is linked to many others (who are not otherwise linked). Each point of Mindlink will link two people. If person A is linked to person B *and* to person C, persons B and C are *not* linked!

Mindlink *can* be used to link sentient creatures to non-sentients. In this case, only energy can be transmitted through the link.

Cost: 1 point of Runepower.

Range: 100 yards.

Duration: 15 minutes.

Soul Sight   Regular

Allows the subject to see the Power aura and current energy total of all entities within spell range. The subject can determine whether an entity's Power is 4 or more points below his own, within 3 points of his own, or 4 or more points above his. He also learns how many points of energy the entity currently has, including amounts devoted to spells still in effect.

Entities with energy but no Power have no aura. Their energy levels are still revealed by Soul Sight.

The subject can also use Soul Sight to determine whether a person is an initiate of a cult (and, if so, whether the initiate is Apostate). This spell will *not* reveal any further gradations of cult rank.

Cost: 1 point of Runepower.

Range: 100 yards.

Duration: 15 minutes.

Spirit Block   Regular

Protects the subject from attack by spirits. Each point of Spirit Block adds +5 (!) to the subject's Power for purposes of defending against spirit combat attacks.

If an attacking spirit's energy total drops below the point value of the Spirit Block, it becomes unable to interact with the subject.

Cost: 1 point of Runepower, stackable.

Range: 100 yards.

Duration: 15 minutes.

Enchantments

These spells are used with the ritual magic rules (p. 39). They are normally only known by priests. Some of these are common rituals discussed in the *Ritual Magic Spells* section (p. 47).

Armor   Enchant ritual

See the description under *Ritual Magic Spells* (p. 48).

Cost: 1 point of Power (permanently), stackable.

Bind [Species]   Enchant ritual

See the description under *Ritual Magic Spells* (p. 48).

Cost: 1 point of Power (permanently), stackable.

Divination   Ceremony ritual

Allows the caster to communicate with his deity. For each point of Divination stacked in the Ceremony ritual, the caster may ask the deity a simple question and receive an answer. The answer may be expressed in words (no more than seven), or it may take the form of a dream or vision. The ceremony requires one hour per question asked.

The caster must make a Power roll for each answer to correctly interpret the deity's meaning. On a successful roll, the GM should give the player a reasonably clear answer (bearing in mind the limitations imposed by the Great Compromise). Critical success should allow a more precise interpretation of the answer. Failure simply means that the caster is unsure of the deity's intent: the GM should give a puzzling or indecipherable answer. Critical failure means the caster interprets the deity's intent misleadingly. This can be *dangerous*!

Repeated questions on the same subject will typically receive the same answer (or none at all).

Cost: 1 point, stackable.

Enchant [Metal]   Enchant ritual

Enchants up to 25 lbs. of Rune Metal per point of Power sacrificed. The metal must be forged into the correct shape using an appropriate

skill (*e.g.*, Blacksmith, Armourer) before the spell is used. The enchantment is destroyed if the item is broken or re-forged.

For the details of Rune Metal enchantments, see p. 51.

Cost: 1 point of Power (permanently), stackable.

Energy Matrix   *Enchant ritual*

See the description under *Ritual Magic Spells* (p. 48).

Cost: 1 point of Power (permanently), stackable.

Excommunication   *Ceremony ritual*

Severs the mystical link between an initiate and a deity. The subject immediately and irrevocably loses all Runepower, Rune spells and special abilities from the caster's cult.

Excommunication can only be cast by a priest (or other character with the cult's Investiture advantage at the 10-point level). The ritual requires one hour to perform.

An excommunicated character should take the Excommunicant disadvantage (p. 12). If gained in play, this disadvantage *does* reduce the point value of the character!

Cost: 1 point of Runepower, stackable.

Initiation   *Ceremony ritual*

Cost: 1 point of Runepower, stackable.

Sanctify   *Ceremony ritual*

This ritual improves the Sanctity of the affected area by one level. See the *Sanctity Levels* sidebar (p. 34) for details.

Cost: 1 point of Runepower, stackable.

Spell Matrix   *Enchant ritual*

See the description under *Ritual Magic Spells* (p. 48).

Cost: 1 point of Power (permanently), stackable.

Spellteaching   *Summon ritual*

Cost: 1 point of Runepower, non-stackable.

Strengthen   *Enchant ritual*

See the description under *Ritual Magic Spells* (p. 48).

Cost: 1 point of Power (permanently), stackable.

Summon [Species]   *Summon ritual*

See the description under *Ritual Magic Spells* (p. 48).

Cost: 2 points of Runepower, stackable.

Warding   *Enchant ritual*

Cost: 1 point of Runepower, stackable.

Worship [Deity]   *Ceremony ritual*

Cost: 1 point of Runepower, non-stackable.

WIZARDRY SPELLS

Common Spells

These are the ordinary spells known to all colleges. In general, these spells can be easily (and legally) learned anywhere that wizardry is taught.

Rare Spells

These spells are unavailable through normal channels. They may be banned (like Tap), restricted to certain practitioners, or only known to specific sects.

Tap [Attribute]   *Regular; Resisted by Power*

Cost: xxx.
Range: xxx.
Duration: xxx.

Enchantments

These spells are used with the ritual magic rules (p. 39). They are normally only made available to wizards of Adept status or higher. Some of these are common rituals discussed in the *Ritual Magic Spells* section (p. 47).

Apprentice Bonding   *Ceremony ritual*

Armor   *Enchant ritual*

See the description under *Ritual Magic Spells* (p. 48).

Bind [Species]   *Enchant ritual*

See the description under *Ritual Magic Spells* (p. 48).

Enchant [Metal]   *Enchant ritual*

Enchants up to 25 lbs. of Rune Metal per point of Power sacrificed. The metal must be forged into the correct shape using an appropriate skill (*e.g.*, Blacksmith, Armourer) before the spell is used. The enchantment is destroyed if the item is broken or re-forged.

For the details of Rune Metal enchantments, see p. 51.

Energy Matrix   *Enchant ritual*

See the description under *Ritual Magic Spells* (p. 48).

Spell Matrix   *Enchant ritual*

See the description under *Ritual Magic Spells* (p. 48).

Strengthen   *Enchant ritual*

See the description under *Ritual Magic Spells* (p. 48).

Summon [Species]   *Summon ritual*

See the description under *Ritual Magic Spells* (p. 48).

Worship [Deity]   *Ceremony ritual*

RITUAL MAGIC SPELLS

These are meta-spells common to practitioners of all three magic systems.

Armor   *Enchant ritual*

Toughens the enchanted item. Each point of Power sacrificed in the ritual permanently adds (1d/2), rounded up, to the item's DR. These added points of DR are inherent to the enchanted item and cannot be removed from it unless the enchantment runes are destroyed.

If the Armor ritual is used on a living creature, each hit location (head, torso, arm, leg) must be enchanted separately. Armor and clothing must also be enchanted piece by piece.

An enchanter wishing to armor an entire being (or a full suit of armor) can, if he desires, divide his points of sacrificed Power among multiple hit locations to ensure that all receive the same added DR.

Bind [Species]   *Enchant ritual*

Binds otherworldly creatures to places or within magical items.

Energy Matrix   *Enchant ritual*

Allows the enchanted item to hold stored points of Energy. Each point of Power sacrificed in the ritual permanently adds 1d to the Energy capacity of the item. The stored Energy can be used to cast or boost spells by anyone who can use the item.

The enchanted item does not gain any Power, so the stored Energy does not regenerate on its own. A person in contact with the item can use his own Energy to refill the matrix. Each attempt requires concentration for ten turns followed by a Power roll. Success transfers one point of Energy to the item (or informs the user that the matrix is full).

Spell Matrix   *Enchant ritual*

Stores the knowledge of a spell in the enchanted item. Each point of Power sacrificed in the ritual will allow one point of magic to be stored in the item. Anyone who can use the item gains the ability to use the spell while in contact with it. Spell-casting chances and effects of casting failure are treated exactly as if the spell were known to the caster.

The nature of a spell matrix depends on the magic system used to create it, as follows:

Spirit Magic: The item's user has a casting chance equal to his Power. He must provide the Energy required to cast the spell. As long as he has the Energy, he can cast the spell as often as he likes.

To create a matrix for a variable spirit magic spell, all points must be added at once (this *will* increase the Power cost of the ritual!): adding a Bladesharp 2 matrix to a Bladesharp 2 matrix results in two Bladesharp 2 matrices, not a single Bladesharp 4 matrix.

Rune Magic: The item's user has the normal casting chance for Rune Magic (*i.e.*, any roll of 16 or less). He must provide the Energy required by the spell (if any). Once the spell is cast, the user must return the item to a temple and perform (or *have* performed) the correct prayers for regaining Runepower.

The creator of the matrix must know the spell on a reusable basis: one-use Rune spells cannot be placed in matrices. Any number of points of the spell may be stacked together in the matrix (this *will* increase the Power cost of the ritual!): later castings can be stacked on top of earlier enchantments. The item's creator loses the Runepower for the spell *permanently* upon completion of the ritual.

Wizardry: The item's user must use his own casting skill with the spell. If he does not know the spell, he starts at the default skill level. He must provide the Energy required to cast the spell. Spell manipulations enchanted into the matrix do not count against his skill limits.

The matrix's creator can manipulate the spell—up to his normal limits—while embedding it into the matrix. Doing so *will* increase the Power cost of the ritual!

Strengthen   *Enchant ritual*

Strengthens the enchanted item, adding to its hits. Each point of Power used in the ritual permanently adds (1d/2), rounded up, to the item's hits. Items which do not have hits cannot be so enchanted.

The increase in hits does not confer any improvement in the item's HT score (if any).

Summon [Species]   *Summon ritual*

Summons a spirit creature to the caster's presence.

The caster states the type of creature desired (or specific creature's name, if known). If summoning an elemental, the caster must also specify the desired size of the elemental. The caster sacrifices a number of points of Energy and rolls against his Summon ritual skill.

GAME WORLD 6

TRAVEL

Travelling characters will need to make regular (typically daily) rolls against Hiking or Riding, Orienteering (possibly enhanced by Area Knowledge), Navigation and Survival (area type). They may also want to use their skills at Fishing or Tracking (plus Stealth and missile weapon rolls) to bring in some fresh food.

Foot Travel

A normal day's march is ten hours, including rest breaks of ten minutes in every hour. The distance you can travel in this time depends on your encumbrance level:

Encumbrance	Weight	Distance	Fatigue
None	(2×ST)	50 miles	1 per hour
Light	(4×ST)	40 miles	2 per hour
Medium	(6×ST)	30 miles	3 per hour
Heavy	(12×ST)	20 miles	4 per hour
Extra-heavy	(20×ST)	10 miles	5 per hour

A group moves at the speed of its slowest member. You can march at this rate until your Fatigue reaches 3, at which point your traveling speed is *halved*. Remember that hot weather adds 1 point to the hourly Fatigue costs. Wearing plate armor or an overcoat in such weather adds 2 points!

These rates assume you are taking regular rest breaks for 10 minutes out of each hour (which enable you to regain 1 point of the listed Fatigue loss for each hour). If you want, you can force-march, skipping the rest breaks: your basic movement is increased by 20%, but you do not regain *any* Fatigue until you stop marching!

To march faster and more efficiently, roll your Hiking skill for each half-day's march: success increases your basic distance traveled by 20%. This increase is *not* cumulative with the bonus for force-marching!

Mounted Travel

Use the rates on the table below. Mounted travel isn't really any *faster* than foot travel, but it's a lot less *tiring*!

Mount's Encumbrance	Weight	Distance	Mount's Fatigue	Rider's Fatigue
None	(2×ST)	50 miles	1 per hour	1 per hour
Light	(6×ST)	40 miles	2 per hour	1 per hour
Medium	(10×ST)	30 miles	3 per hour	1 per hour
Heavy	(15×ST)	20 miles	4 per hour	1 per hour
Extra-heavy	(20×ST)	10 miles	5 per hour	1 per hour

The *Weight* column assumes a four-legged mount: remember to include your own weight and to calculate these limits using the *mount's* ST score!

Mounted force-marching uses the same rules as force-marching on foot, except that you are limited by your *mount's* Fatigue instead of your own.

To increase your travel distance while mounted, roll against your Riding skill (rather than Hiking) for each half-day's ride. Success increases your basic distance by 20%, exactly as above.

Terrain and Roads

This table summarizes the terrain type rules on pp. B187-188.

Terrain type	Movement
Very Bad (thick forest, mountains, soft sand, heavy snow, swamp)	-80%*
Bad (broken ground, light forest, sand, steep hills)	-50%**
Average (heavy brush, rolling hills, light woods)	±0%
Good (chaparral, grasslands, steppes, tundra)	+25%
Very bad road (uncleared trail)	-67%***
Bad road (cleared trail, trade path)	±0%†
Average road (trade road, most Lunar roads)	±0%††
Good road (Sartar's roads, Daughter's Road)	±0%‡

*=Impassable for vehicles pulling loads.

**=Move is -75% for teams pulling loads.

***=If in Very Bad terrain: otherwise, treat as surrounding terrain type.

†=Mud turns road into Very Bad terrain.

††=Unaffected by rain. Encumbrance for teams pulling loads is halved.

‡=Unaffected by almost all weather. Encumbrance is halved for teams.

Vehicular Travel

Treat teams pulling a load as mounted travel, adding the ST scores of the team together. Remember that effective weight is divided by 10 for a two-wheeled cart and by 20 for a four-wheeled wagon. For a wheeled vehicle on a road of Average or Good quality (see sidebar, p. 49), effective weight is *halved* again!

Pulling a vehicle with an improvised harness at least *doubles* the effective weight of the load.

Shipborne Travel

Few Gloranthans travel by ship: the memories of the Closing are too fresh for most to feel safe on the water. Even among experienced sailors, only a few hardy souls venture out beyond sight of land.

CALENDARS AND TIME

Kralori

Orlanthi

Western

Trolls

Dwarfs

WEATHER

This section expands the *Weather* rules found on p. B187.

Wind

Wind affects travel, archery and sense rolls: at very high speeds, wind may actually knock characters over!

The GM should find the speed of the wind using the *Beaufort Scale* below.

The Beaufort Scale

Beaufort Degree	Description	Wind Speed	Wave Height	Wind ST	Wind Penalty	Notes
0	Calm	0	0	0	0	
1	Light Air	1-3	0	0-1	0	
2	Light Breeze	4-7	0-1	1	0	
3	Gentle Breeze	8-12	1-2	2	0	Breaking crests
4	Moderate Breeze	13-18	2-4	3-4	-1	Some foam
5	Fresh Breeze	19-24	4-8	4-5	-1	
6	Strong Breeze	25-31	8-13	5-6	-3	Some spray
7	Moderate Gale	32-38	13-20	6-8	-4	Some spindrift
8	Fresh Gale	39-46	13-20	8-9	-6	
9	Strong Gale	47-54	13-20	9-11	-9	Sea begins to roll
10	Whole Gale	55-63	20-30	11-13	-12	Visibility affected
11	Storm	64-72	30-45	13-14	-16	
12	Hurricane	73-82	45+	15-16	-21	
13	Hurricane	83-92	45+	17-18	-28	
14	Hurricane	93-103	45+	19-21	-35	
15	Hurricane	104-114	45+	21-23	-43	
16	Hurricane	115-125	45+	23-25	-53	
17	Hurricane	126+	45+	25+	-64	

Wind Speed is given in mph. *Wave Height* is given in feet, and represents the size of waves at sea: rivers and lakes will not show such extreme agitation.

Wind ST is equal to one-fifth of the wind's speed (in mph). This is the ST affecting a one-hex creature (like a human): for larger creatures, multiply this figure by the creature's *size* (in hexes) to find *effective* wind ST.

To determine wind effects on combat movement, roll a Quick Contest between the moving character's ST and the *effective* wind ST affecting him. Success means that the character stands or moves where he wants to; failure means he slides 1 hex in the direction of the wind. Critical failure means he slides 1d hexes, and must roll against DX (with the wind penalty) or fall!

This contest should typically be rolled once per minute, but (in extremely gusty weather) can be rolled as often as every turn!

The *Wind Penalty* reduces daily travel rates (so a character marching with Light encumbrance in a storm would travel 24 miles per day, not 40). It also modifies archery and Hearing rolls and may affect Vision rolls if the area is dusty. Effects on other skills are at the GM's option.

LAWS AND CUSTOMS

Blah blah blah.

ECONOMICS

A full price list will eventually appear in the appendices, listing base prices for a variety of items. This single list will not cover all extremities of trade, but it will provide a baseline for trade in most situations.

Coins

The more common Gloranthan coins are listed here. The table below summarizes information on coins' composition, value and weight.

Coin	Metal	Weight	Value
Wheel	gold	35/lb.	$100
Lunar (Guilder, Noble)	silver	45/lb.	$5
Clack	copper	70/lb.	$0.50
Bolg	lead	45/lb.	$0.05

Wheel: The most valuable coin in common circulation, this is a septagonal (7-pointed) representation of a Sky Wheel Dancer. Wheels originated with the Lokarnos solar merchant cult; they are still more common in solar lands. Certain cults (Yelmalio, in particular) insist on transacting all business in Wheels.

Lunar: The most common name for the small, rounded silver coin used as a basis of trade. Outside the Lunar Empire, similar coins called Guilders and Nobles serve much the same function. For those who do not wish to use Lunar currency, many merchants will convert Lunars to other silver coin for a mere 5-10% conversion fee.

Clack: The least valuable coins in wide circulation, these angular copper bits were originally dwarf inventions. They are now found almost everywhere.

Bolg: Rarely found (or accepted!) outside of troll settlements, where they are worth ten times as much, these are randomly-sized chunks of lead chewed into coin-like shapes. The weight and value listed are averages; any particular batch of bolgs may vary considerably. Trolls like them for their ease of manufacture, and also because, in a tight spot, they can easily be compressed into excellent sling stones!

Gloranthan Metals

All metal comes from the bones of gods, some dead and some (like the Earth Mother) still living. Bronze is the most common metal, mined right from the earth in many places, which is why most of Glorantha lives in a bronze age.

Certain metals are commonly associated with particular rune cults: solar cults prefer gold, air cults use silver, earth cults lean towards copper, and so on. These runic associations date from the Celestial Court.

Excepting bronze, all Gloranthan metals can be enchanted to give them special magic properties. Such enchanted metals are often titled Rune Metals to distinguish them from ordinary bronze. Many cults teach the common rune spell of Enchant [Metal], though the specific metals enchanted vary from cult to cult. Weapons, armor and other items made from enchanted metals are always of at least Average quality: other special effects are listed below by metal.

Aluminum/Quicksilver: Items made from enchanted aluminum or quicksilver do not sink in water (and thus do not encumber characters making Swim rolls).

Bronze: There is no Enchant Bronze ritual: bronze is so common that no cult uses it as a Rune Metal.

Copper: Enchanted copper items have double normal DR for determining damage to themselves (they protect with normal DR for their bearer).

Gold: Enchanted gold items glow softly in darkness and double the area of effect of light spells cast on them. This works even for enchanted gilding!

Iron: Enchanted iron items gain half again their normal DR (round fractions down) and increase by one level of quality (Good items become Fine, Fine items become Very Fine). Unenchanted iron reduces the spell-casting rolls of the bearer and any casters targeting him by -1 per three pounds carried.

In either form, iron affects creatures immune to normal weapons and is poisonous (double any damage that penetrates DR) to elves, trolls and some other Elder Races.

Lead: In any form, lead is dull and does not clank: lead items do not detract from Stealth skill rolls. Crushing weapons made from enchanted lead gain one level of quality (as per iron, above): this does not apply to other types of weapons.

Silver: Whether enchanted or not, silver items affect creatures immune to normal weapons (such as wraiths and werewolves).

Tin: No special effects. Tin is rarely enchanted: it is normally only used for making bronze in areas where natural bronze is scarce.

Glorantha is not Earth, and the metals named in print as "bronze," "iron," "gold" and so forth are analogues, not duplicates, of earthly metals. The table below shows the true name and value of each metal, along with its runic association (if any) and the base quality of weapons or armor made from the unenchanted metal. Note that Gloranthan aluminum and quicksilver are different forms of the same metal: a successful roll against Blacksmith/TL2 skill will allow a metalworker to change one form into the other.

Metal	True name	Value	Rune	Weapon quality
Aluminum	lo-metal	$80/lb.	Water	Good
Bronze	hu-metal	$14/lb.	none	Good
Copper	ga-metal	$10/lb.	Earth	Cheap
Gold	el-metal	$1200/lb.	Fire/Sky	Cheap
Iron	ur-metal	$1500/lb.	none	Good
Lead	na-metal	$2/lb.	Darkness	Cheap
Quicksilver	sa-metal	$80/lb.	Water	Cheap
Silver	ul-metal	$100/lb.	Air	Cheap
Tin	ze-metal	$30/lb.	none	Cheap

Other Valuables

Other items of value will be listed in this section or in the price list. These include (among many others) crafted items of glass or wood or metal, ivory, salt, furs, lamp oil, tapestries and weavings, rare woods, animals for riding or war, slaves for labour or skilled work, fine food and drink and luxury clothing.

Social Status

Glorantha has no unit of time comparable to the Earthly month, but cost of living is given on a monthly basis to facilitate comparisons with other *GURPS* Status Tables. There are 42 weeks in the Gloranthan year: treat this as 10 months per year, since Sacred Time is effectively a two-week holiday. Thus a Lunar Baron, for example, would have a cost of living of $25,000 per Gloranthan year.

Lunar Social Status

The social levels within the Lunar Empire correspond well to the generic status chart on p. B191. There is a wide gap between the great and the low, and the upper ranks (in particular) are heavily stratified, stressing inherited position over worth.

Mainstream Lunar society is diverse and cosmopolitan, so outsiders normally suffer no Social Stigma (although such Stigmas may be applied to members of specific races or cultures). At the core of the empire, however, is the elitist and xenophobic Dara Happan solar culture: outsiders in Dara Happa suffer a -15 point Social Stigma!

Status	Points	Description	Monthly Cost
8	40	Red Emperor	$50,000
7	35	King	$20,000
6	30	Duke	$10,000
5	25	Count	$5,000
4	20	Baron, temple high priest*	$2,500
3	15	Landed lord, high priest*	$1,500
2	10	Mayor, priest*, great merchant	$800
1	5	Merchant, artisan	$400
0	0	Freeman	$200
-1	-5	Household servant	$100
-2	-10	Menial servant	$50
-3	-15	Street beggar, outlander (Dara Happa)**	$50
-4	-20	Slave	$50

* = *Effective* Status (usually from Cult Rank). Does not affect Cost of Living.

** = Social Stigma rather than negative Status. Listed for context.

Orlanthi Social Status

This table lists the social levels typical of Orlanthi societies. Theyalan culture is less inherently hierarchical than Lunar: there are relatively few high-status ranks, and even the meanest thrall holds higher status than the slaves of more "civilized" cultures. The very lowest rank is reserved for "wolfsheads" (outlaws), Eurmali tricksters, and other utterly untrustworthy folk.

Outlanders (folk from other countries or cultures) have no Social Stigma in Orlanthi societies if they follow the laws of Orlant. Those from other cultures have a -10-point Social Stigma.

Status	Points	Description	Monthly Cost
5	25	Noble (National king)	$5,000
4	20	Noble (Tribal king)	$2,500
3	15	Noble (Clan chief), Thegn (major godi*)	$1,500
2	10	Thegn (Ring thegn, godi*)	$800
1	5	Thegn (housecarl), wealthy Carl	$400
0	0	Carl (Farmer, craftsman, herder), foreigner**	$200
-1	-5	Cottar (poor farmer or herder, hunter)	$100
-2	-10	Stickpicker (landless folk), outlander**	$50
-3	-15	Thrall	$50
-4	-20	Wolfshead (outlaw), Trickster	$50

* = *Effective* Status (usually from Cult Rank). Does not affect Cost of Living.
** = Social Stigma rather than negative Status. Listed for context.

Praxian Social Status

This table shows the social levels found among the Animal Nomads of Prax and the Wastes. Praxian culture is pragmatic and survival-oriented: little value is placed on birth (except for Khans), and Status is based mostly on achievement.

The title of "Khan of Khans" is given to whichever Khan is chosen to lead the tribe during the tribal gathering, every five years or so. A Khan so chosen retains the title and increased Status until the next tribal gathering.

Praxian culture is *extremely* xenophobic and hostile, even by Gloranthan standards. Outlanders (including the folk settled around the fringes of Prax and the Wastes) suffer a -15-point Social Stigma. Nomads from other Praxian tribes have a -10-point Social Stigma (-5 points if from an allied tribe). Note that enemies taken prisoner in honorable battle have *higher* status as captives!

Status	Points	Description	Monthly Cost
5	25	Khan of Khans	$5,000
4	20	Tribal khan	$2,500
3	15	Clan khan, great shaman*	$1,500
2	10	War-leader, shaman*	$800
1	5	Warrior, hunter, apprentice shaman*	$400
0	0	Herder, crafter	$200
-1	-5	Captive enemy, tribal ally**, Agimori**	$50
-2	-10	Thrall, enemy tribesman**	$50
-3	-15	Oasis Folk**, outlander**	$50

* = *Effective* Status (usually from Cult Rank). Does not affect Cost of Living.
** = Social Stigma rather than negative Status. Listed for context.

Gems

Like metals, Gloranthan gems are analogues of earthly stones. Moonstones are the exception: these magical gems, which vary in brightness and color from opalescent black on New Moon days to furious ruby-red on Full Moons, have no earthly equivalent. They are highly prized by the Lunar Empire.

The table below lists common gem types and their values when properly polished (unpolished stones are worth one-twentieth of the value listed). Gems are valued by their weight in carats (1 pound = 2,268 carats), given as *c* in the table.

Type	Value at c carats
Moonstone	$(c^2+4c) \times \$30$
Diamond	$(c^2+4c) \times \$25$
Ruby	$(c^2+4c) \times \$20$
Emerald	$(c^2+4c) \times \$17.5$
Sapphire	$(c^2+4c) \times \$15$
Pearl	$(c^2+4c) \times \$15$
Amethyst	$(c^2+4c) \times \$12.5$
Opal	$(c^2+4c) \times \$10$
Amber	$(c^2+4c) \times \$10$
Jade	$(c^2+4c) \times \$7.5$
Topaz	$(c^2+4c) \times \$5$
Turquoise	$(c^2+4c) \times \$2.5$

Gems are most commonly found in the 1-20 carat range: stones of 21-100 carats are quite rare. Stones of 101+ carats are *exceedingly* rare and correspondingly valuable: using the formula above, the largest polished diamond on Earth, the 530.20-carat Great Star of Africa, would fetch over $7,000,000!

Jewelry

Blah blah blah.

Furs

A fleece (sheep's wool) is worth about $1. Arctic fox skins are worth the same (higher value, but much less fur!).

Western Social Status

This table shows the social levels common in the feudal Western states, including the four castes set out by the laws of Malkion (Lord, Wizard, Knight, Peasant).

Status	Points	Description	Monthly Cost
7	35	King, Ecclesiarch [Lord]	$20,000
6	30	Duke, Archbishop [Lord]	$10,000
5	25	Count, Bishop [Lord]	$5,000
4	20	Baron, Dean [Lord]	$2,500
3	15	Landed lord, Abbot [Knight/Wizard]	$1,500
2	10	Mayor, Vicar, Prior [Knight/Wizard]	$800
1	5	Merchant, Artisan, Squire[Peasant]	$400
0	0	Freeman [Peasant]	$200
-1	-5	Household servant [Peasant]	$100
-2	-10	Menial servant [Peasant]	$50
-3	-15	Street beggar [Peasant]	$50
-4	-20	Slave [Peasant]	$50

* = *Effective* Status (usually from Cult Rank). Does not affect Cost of Living.

** = Social Stigma rather than negative Status. Listed for context.

JOB TABLE

Job (Prerequisites)	Monthly Income	Success Roll	Critical Failure
Poor Jobs			
Barmaid (Diplomacy, Carousing or Sex Appeal 11+)	$130	PR+1	LJ/1d, LJ
Beggar* (none)	$0 (living expenses)	IQ or HT	-1i/3d, -2i
Farmhand (ST 9+)	$100	12	LJ/LJ
Laborer (ST 11+)	$15×ST	ST	2d, LJ/2d, LJ, -1i
Menial servant (no attribute below 7)	$120	IQ	LJ/LJ, whipped, 2d
Peddler* (none)	$140	IQ-1	-2i/1d, -2i
Slave (none)	$0 (living expenses)	IQ	2d/4d
Thief* (4 Thief skills 13+ or 2 Thief skills 16+)	$150	DX	3d/3d, caught and tried
Struggling Jobs			
Apprentice (Craft skill 10+)	$0 (living expenses)	PR	2d/4d or LJ
Bandit* (Surivival 11+, one weapon skill 10+)	$140	Best PR	3d
Bravo, Thug (ST 13+, any Combat skill 14+)	$300	Best PR-2	2d/4d, jailed
Entertainer, Skald, Jongleur			
Fisherman			
Gambler*			
Hunter/Trapper* (Survival 11+, Tracking 11+)	$70		
Porter			
Shepherd/Drover			
Tenant farmer, Cottar			
Average Jobs			
Crafter, Artisan (any Craft skill 14+)	$80×skill	PR-2	LJ/-2i, LJ
Free farmer, Carl			
Mercenary soldier			
Scribe (Literacy, Calligraphy 12+)			
Shopkeeper			
Soldier, Warrior			
Traveling merchant			
Comfortable Jobs			
Master crafter*	$170×skill	PR-4	LJ/LJ,-2i
Master merchant (Merchant 16+)		PR	-3i/-8i
Military officer, Housecarl			
Priest, Godi			
Wealthy Jobs			
Court noble, Diplomat	$100×(PR total)+	PR-1	LJ/LJ, -2i
Knight, Thegn (Savoir-Faire 13+, one weapon skill 13+, Status 1+)	$2,000	Best PR	-1i/-2i, disgraced
Ruling noble (Savoir-Faire 14+, Administration 12+)	$5,000+	PR-2	-1i/-3i or lose title

Asterisks (*) denote *freelance* jobs: characters holding such jobs earn the listed income if their success rolls are made *exactly*. Each further point of success adds another 10%; each point of failure subtracts another 10%. Critical success *triples* monthly income (!); critical failure means *no* income is earned (in addition to the usual penalties).

Skill defaults *cannot* be used to meet prerequisites: you must put at least ½ character point worth of study into a skill before you can use it to get a job!

Weekly income: Glorantha has no unit of time comparable to the Earthly month, but income is given on a monthly basis to facilitate comparisons with other **GURPS** Job Tables. There are 42 weeks in the Gloranthan year: treat this as 10 months per year, since Sacred Time is effectively a two-week holiday. Thus a Bravo would earn $3,000 per Gloranthan year.

Success Roll: "PR" = Prerequisite. If two rolls are listed, use the better one.

Critical Failure: Standard result codes include "LJ" = lost job, "1d" = take this much damage, and "-2i" = lose this many weeks' income. Other results are fairly self-explanatory. If there are two results separated by a slash, use the second result only when a natural 18 is rolled.

BESTIARY

7

This chapter describes the beasts of Glorantha. Some of these are similar to Earthly creatures and are repeated here for convenience: others are unique to Glorantha and have no terrestrial counterparts.

Creature listings are given in the standard *GURPS* format. They are divided into three sections: *Animals* (mundane beasts found in nature), *Monsters and Chaos Creatures* (unnatural forms of life), and *Spirit Creatures* (denizens of the spirit world). Descriptions of the sentient races of Glorantha are found in the *Characters* chapter (p. 17).

Key to Beast Descriptions

ST: Usually given as a range. Note that while animal ST is usually tied to size/weight, ST for monsters and Chaos creatures obeys no natural laws and can be wildly disproportionate.

DX: Typically given as a single figure. Individuals within a species can vary by a point or so in either direction.

IQ: Normally given as a fixed figure: individuals may vary by a point or so. Animals with IQ 3+ make all Sense rolls at 14 and have the Common Sense advantage (p. B20) usable on an effective roll of 12 or less. Animals with IQ 6 or less should be treated as having Combat Reflexes.

HT: Often given as "split HT," with the first number indicating the beast's health (for making HT rolls) and the second its hits. Health is typically a single figure (individuals may vary by a point or so): hits are normally given as a range.

Speed/Dodge: Move is equal to Speed for unencumbered members of the species: animals used as beasts of burden will normally be loaded down to slower Move scores. Remember that animals can normally only accelerate or decelerate by one-third of their Move score per turn.

PD/DR: Given as a single figure for the animal's hide or other protection. Some creatures have different values for different locations: such notes are given in the text.

Damage: Given for the most common attack form. Other forms and their damage will be listed in the text.

Reach: Generally (though not always) calculated from the animal's frontmost hex.

Size: The beast's size in hexes. This is the *area* of the creature, not just its length!

Weight: Normally given as a range, either in pounds or tons.

Habitat: The terrain types in which the creature is found. Types are abbreviated as follows:

A: Arctic/Antarctic
D: Desert and dry areas
F: Forest (temperate)
FW: Fresh-water aquatic
J: Jungle or tropical forest
M: Mountain
P: Plains, including grasslands, steppes, chaparral, etc.
S: Swamp
SW: Salt-water aquatic

* means a special ability or attack — see text.

\# indicates exceptions to the given entry — see text.

- means the heading does not apply.

ANIMALS

Alticamelus (High Llama)

ST: 40-50	**Speed/Dodge:** 7/4	**Size:** 3
DX: 9	**PD/DR:** 1/1	**Wt:** 1,000-1,500 lbs.
IQ: 3	**Damage:** 1d+1 cr#	
HT: 13/13-18	**Reach:** C, 1#	**Habitat:** P, F
Range: Prax and the Wastes		

Often called high llamas, alticameli are found on the Plains of Prax and in the Genert Wastes. They are most commonly encountered as the mounts and herd animals of the High Llama People of that area, but wild herds are also found.

An alticamelus looks similar to a cross between a giraffe and a dromedary camel with no hump. Compared to the camel, the alticamelus has longer legs and a longer neck, standing up to 10' high. The long neck allows the alticamelus to forage on vegetation unreachable by other herbivores.

In combat, alticameli trample for 1d+1 crushing damage or bite for 1d crushing with a 1-hex reach. They are bad-tempered beasts but not especially vicious.

The great size of the alticamelus gives a -2 penalty on any Riding attempts. A rider mounted on an alticamelus is effectively three feet above foes mounted on other beasts and *six* feet above a foe on foot (see pp. B123-124). In practice, this limits alticamelus riders to long spears and ranged weapons.

Male alticameli are noticeably larger and stronger than females: use the low end of the above ranges for cows and the high end for bulls.

Alynx (Shadow Cat)

ST: xxx	**Speed/Dodge:** xxx/xxx	**Size:** xxx
DX: xxx	**PD/DR:** xxx/xxx	**Wt:** xxx lbs.
IQ: xxx	**Damage:** xxx cr	
HT: xxx	**Reach:** xxx	**Habitat:** xxx
Range: xxx		

Miaow.

Bison

ST: 48-70	Speed/Dodge: 13/6	Size: 3-4
DX: 10	PD/DR: 1/2	Wt: 1,000-3,000 lbs.
IQ: 4	Damage: 1 imp#	
HT: 15/20-25	Reach: C	Habitat: P
Range: Peloria, Pent, Prax and the Wastes		

These huge ox-like cattle roam in great herds across the plains of Prax. They are the mounts and riding animals of the Bison Riders of Prax, one of the Five Great Tribes.

Adult bison stand 5'-6' at the shoulder. Their shaggy fur, short horns and hunched backs give them a distinctive appearance. Female bison are noticeably smaller than males: use the bottom half of the above ranges for females.

Bison are gregarious and congregate in groups ranging from single families to massive thousand-member herds. They are most active in the morning and evening.

Herds are easily spooked — any sudden noise may trigger a stampede, in which the animals will run for miles before slowing down. If provoked, bison will charge, trampling for 1d+2 crushing damage or (bulls only) goring with their horns for 1d impaling damage.

Bolo Lizard

ST: 15-20	Speed/Dodge: 10/6	Size: 4-5
DX: 12	PD/DR: 1/1#	Wt: 250-350 lbs.
IQ: 3	Damage: 3d cr#	
HT: 13/14-18	Reach: C	Habitat: M, P
Range: Prax and the Wastes		

Bolo lizards are dinosaur-like herbivorous reptiles herded and ridden by the pygmy Bolo Lizard People of Prax. Reaching up to 10' in length, they are quick and light, running on their two hind legs. They are gregarious and normally congregate in herds.

The lizards are timid and will flee from combat unless goaded: riders typically use ranged weapons to avoid bringing their mounts into melee. If forced to fight, bolo lizards will use their thick skulls (PD 3, DR 6) to head butt opponents. Because they must lower their heads to strike, this attack is at -3 to hit a human-sized target (and -5 to hit something the size of another lizard's skull!). A human would probably be struck in locations 9-10. The head butt does 3d crushing damage: in close combat, it does 2d crushing damage, is -1 to Dodge, -3 to block and cannot be parried.

Bolo lizards can also trample for 1d+1 crushing damage.

Herd Man

ST: 10-12	Speed/Dodge: 5/5	Size: 1
DX: 10	PD/DR: 0/0	Wt: 150-200 lbs.
IQ: 4	Damage: 1d-3 cr	
HT: 10-12	Reach: C, 1	Habitat: P
Range: Prax and the Wastes		

Herd Men are the unintelligent humans that form the herds of the morokanth. They look like normal humans: only the blankness of their gaze reveals their bestial nature.

Compared to all other Praxian herd beasts, Herd Men are puny and delicate, requiring a great deal of care. The morokanth have bred them for strength and health in an effort to prevent decimation of their herds.

Herd Men are timid but can be trained to attack, though using weapons is beyond them. They typically bite(for 1d-2 crushing damage), punch (for 1d-3 crushing damage) or kick (-2 to hit, 1d-1 crushing damage).

Impala

ST: 15-20	Speed/Dodge: 18/9	Size: 2
DX: 15	PD/DR: 0/0	Wt: 250-350 lbs.
IQ: 4	Damage: 1d+1 imp	
HT: 12-14	Reach: C	Habitat: M, P
Range: Prax and the Wastes		

Impalas are small antelope found in medium-sized herds scattered across the Plains of Prax. They are often encountered as the mounts and herd animals of the pygmy Impala Riders of that area.

Males and female impalas are very similar in appearance: both have short twisted horns and a dusky colouration with pale bellies. They are extremely agile and can jump 10' high, or up to 9 yards in a single bound.

Impalas are timid and will flee from danger, with dominant males staying behind to shield the herd from predators. If cornered, an impala will turn and face its attacker, striking with its horns (for 1d+1 impaling damage) or kicking or trampling for 1d-1 crushing damage.

Ostrich

ST: 20-24	Speed/Dodge: 15/7	Size: 1
DX: 15	PD/DR: 0/0	Wt: 250-450 lbs.
IQ: 3	Damage: 1d+1 imp	
HT: 15/14-18	Reach: C, 1	Habitat: P, D
Range: Prax and the Wastes		

Ostriches are among the rarer beasts of the Praxian plains. They are found wild, but are most commonly met as the mounts and herd beasts of the pygmy Ostrich Riders.

The ostrich is a striking bird, standing up to 8 feet in height (of which almost half is neck). It has an unusual appearance, with the head and neck being almost naked while the body is covered in thick plumage.

Ostriches are flightless, diurnal, and live in large groups. Their usual response to danger is to flee: their high speed makes them difficult to catch. There are exceptions to this rule, however: females guarding nests — or males during the mating season — will fight quite aggressively. Ostriches can kick quite high, often inflicting head injuries and even wounding riders. Their feet have sharp claws that can disembowel at a single stroke: the kick does 1d+1 impaling damage.

If disturbed while on her nest, a female ostrich, her body camouflaged by her dusky colouration, will lower her head until it is only inches off the ground. This behaviour gives rise to legends about ostriches burying their heads in the sand when confronted with danger.

Sable

ST: 32-40	Speed/Dodge: 16/8	Size: 3-4
DX: 14	PD/DR: 0/0	Wt: 1,500-2,000 lbs.
IQ: 4	Damage: 1d+2 imp#	
HT: 13-16	Reach: C	Habitat: P
Range: Peloria, Prax and the Wastes		

These large antelope are sometimes called Lunar Deer because of the great crescent sweep of their horns. They are found wild in Prax, but are often encountered as the mounts and herd animals of the Sable Folk of both Prax and Peloria. Since the Lunar invasion of 1612, sables are increasingly found as the mounts of choice for Lunar cavalry in Prax.

Adult sables typically stand 6' at the shoulder and measure up to 13' in length. They have short muzzles, sharp hooves and

twisted horns, and are light brown with white underbellies. Males and females both have horns.

Sables are gregarious and are found wild in herds of 20 to 100. They are capable of jumping more than 7' high and will sometimes jump over each other if attempting to flee from danger.

The horns of the sable are quite dangerous: they can strike for 1d+2 impaling damage. Sables can also trample for 1d+1 crushing damage.

Rhinoceros

ST: 125-150	Speed/Dodge: 14/7	Size: 10
DX: 9	PD/DR: 2/3	Wt: 1-2 tons
IQ: 4	Damage: 2d+1 cr#	
HT: 17/40-50	Reach: C	Habitat: P, J
Range: Prax and the Wastes		

Rhinos are thick-skinned, near-sighted (Vision 9, Smell and Hearing 16) browsing herbivores found in the Plains of Prax and the associated Wastes. They are uncommon, and most often encountered as the mounts and herd beasts of the Rhino People of the area.

Adult rhinos are about 12' long and stand up to 6' at the shoulder. Their hides vary from greyish-brown to almost white. Males tend to be slightly larger and stronger than females.

Rhinos are most active in the morning and evening. They are not naturally gregarious animals, typically traveling alone or in groups of three or four. While not aggressive (they will normally flee predators), they are foul-tempered and will charge if sufficiently annoyed. Luckily, their memories are short: a rhino which misses its target will often forget about it entirely — unless it or its young are in danger.

In combat, rhinos butt with their horns for 2d+1 crushing damage. They can also trample for 1d+2 crushing damage.

Rubble Runner

ST: xxx	Speed/Dodge: xxx/xxx	Size: xxx
DX: xxx	PD/DR: xxx/xxx	Wt: xxx lbs.
IQ: xxx	Damage: xxx cr	
HT: xxx	Reach: xxx	Habitat: xxx
Range: xxx		

Notes

Unicorn

ST: xxx	Speed/Dodge: xxx/xxx	Size: xxx
DX: xxx	PD/DR: xxx/xxx	Wt: xxx lbs.
IQ: xxx	Damage: xxx cr	
HT: xxx	Reach: xxx	Habitat: xxx
Range: xxx		

Notes

Zebra

ST: 25-30	Speed/Dodge: 9/6	Size: 1
DX: 12	PD/DR: 1/1	Wt: 500-700 lbs.
IQ: 5	Damage: 1d+1 cr#	
HT: 15/20-30	Reach: C, 1	Habitat: P
Range: Prax and the Wastes		

The zebras of Prax and the Wastes, though common in ages past, are now fairly rare, and are almost never encountered except as the mounts and herd animals of the Zebra People. They are compact, stocky equines, well adapted for the harsh climate of the chaparral.

Zebras behave like most herd animals: they will flee from danger, with dominant males hanging back to defend the rest if necessary. While generally even-tempered, they are more stubborn than most domesticated horses, and will not allow themselves to be overworked.

In combat, zebras can kick into any front or rear hex for 1d+1 crushing damage, bite in close combat for 2d crushing damage, or trample for 1d crushing damage.

MONSTERS AND CHAOS CREATURES

Gorp

ST: xxx	Speed/Dodge: xxx/xxx	Size: xxx
DX: xxx	PD/DR: xxx/xxx	Wt: xxx lbs.
IQ: xxx	Damage: xxx cr	
HT: xxx	Reach: xxx	Habitat: xxx
Range: xxx		

Notes

Headhanger

ST: xxx	Speed/Dodge: xxx/xxx	Size: xxx
DX: xxx	PD/DR: xxx/xxx	Wt: xxx lbs.
IQ: xxx	Damage: xxx cr	
HT: xxx	Reach: xxx	Habitat: xxx
Range: xxx		

Notes

Jack O'Bear

ST: xxx	Speed/Dodge: xxx/xxx	Size: xxx
DX: xxx	PD/DR: xxx/xxx	Wt: xxx lbs.
IQ: xxx	Damage: xxx cr	
HT: xxx	Reach: xxx	Habitat: xxx
Range: xxx		

Notes

Walktapus

ST: xxx	Speed/Dodge: xxx/xxx	Size: xxx
DX: xxx	PD/DR: xxx/xxx	Wt: xxx lbs.
IQ: xxx	Damage: xxx cr	
HT: xxx	Reach: xxx	Habitat: xxx
Range: xxx		

Notes

SPIRIT CREATURES

Disease Spirit

ST: xxx	**Speed/Dodge:** xxx/xxx	**Size:** xxx
DX: xxx	**PD/DR:** xxx/xxx	**Wt:** xxx lbs.
IQ: xxx	**Damage:** xxx cr	
HT: xxx	**Reach:** xxx	**Habitat:** xxx
Range: xxx		

Notes

Ghost

ST: xxx	**Speed/Dodge:** xxx/xxx	**Size:** xxx
DX: xxx	**PD/DR:** xxx/xxx	**Wt:** xxx lbs.
IQ: xxx	**Damage:** xxx cr	
HT: xxx	**Reach:** xxx	**Habitat:** xxx
Range: xxx		

Notes

Healing Spirit

ST: xxx	**Speed/Dodge:** xxx/xxx	**Size:** xxx
DX: xxx	**PD/DR:** xxx/xxx	**Wt:** xxx lbs.
IQ: xxx	**Damage:** xxx cr	
HT: xxx	**Reach:** xxx	**Habitat:** xxx
Range: xxx		

Notes

Intellect Spirit

ST: xxx	**Speed/Dodge:** xxx/xxx	**Size:** xxx
DX: xxx	**PD/DR:** xxx/xxx	**Wt:** xxx lbs.
IQ: xxx	**Damage:** xxx cr	
HT: xxx	**Reach:** xxx	**Habitat:** xxx
Range: xxx		

Notes

Magic Spirit

ST: xxx	**Speed/Dodge:** xxx/xxx	**Size:** xxx
DX: xxx	**PD/DR:** xxx/xxx	**Wt:** xxx lbs.
IQ: xxx	**Damage:** xxx cr	
HT: xxx	**Reach:** xxx	**Habitat:** xxx
Range: xxx		

Notes

Passion Spirit

ST: xxx	**Speed/Dodge:** xxx/xxx	**Size:** xxx
DX: xxx	**PD/DR:** xxx/xxx	**Wt:** xxx lbs.
IQ: xxx	**Damage:** xxx cr	
HT: xxx	**Reach:** xxx	**Habitat:** xxx
Range: xxx		

Notes

Power Spirit

ST: xxx	**Speed/Dodge:** xxx/xxx	**Size:** xxx
DX: xxx	**PD/DR:** xxx/xxx	**Wt:** xxx lbs.
IQ: xxx	**Damage:** xxx cr	
HT: xxx	**Reach:** xxx	**Habitat:** xxx
Range: xxx		

Notes

Spell Spirit

ST: xxx	**Speed/Dodge:** xxx/xxx	**Size:** xxx
DX: xxx	**PD/DR:** xxx/xxx	**Wt:** xxx lbs.
IQ: xxx	**Damage:** xxx cr	
HT: xxx	**Reach:** xxx	**Habitat:** xxx
Range: xxx		

Notes

APPENDICES

8

APPENDIX 1: ADVANTAGES

This is a master list of all advantages for the Glorantha campaign. Inclusion of an advantage on this list does *not* automatically mean that it is available to everyone! Consult with the GM about which advantages your adventurer can take.

Racial advantages (p. 10) are not listed here.

Name

The standard name for the advantage.

Cost

The cost of the advantage in character points. A "+" means that there are advanced forms of the advantage that cost more ("30+" means "30 points or more"). Smoothly-varying point *ranges* are indicated with a hyphen ("1-10" means "any value from 1 to 10 points"). Costs of advantages that can be bought in several equally-expensive *levels* are indicated by "/level" ("10/level" means "ten points per level"). Costs of advantages with several levels of varying cost are given in the form of *cumulative* level costs, separated by slashes ("15/25/35") means level 1 costs 15 points, level 2 costs a total of 25 points and level 3 costs a total of 35 points). Advantages with "Variable" cost have more detailed cost schemes — see the advantage description.

Page Reference

The first number listed indicates the "official" version of the advantage. If no letter appears before the number, it refers to a page in this book. Otherwise, it refers to *GURPS* books, using the standard abbreviations (B = *Basic Set*, Third Edition; CI = *Compendium I*; M = *Magic*; MA = *Martial Arts*; R = *Religion*).

If multiple references are given, the later descriptions contain *different* information which may be useful. asdfsdf

Name	Cost	Page Reference
Absolute Direction	5	B19, 7
Absolute Distance	10/25	8
Absolute Timing	5	B19
Acute Hearing	2/level	B19, 7
Acute Taste and Smell	2/level	B19, 7
Acute Vision	2/level	B19, 7
Alcohol Tolerance	5	CI19
Alertness	5/level	B19, 7
Ally	Variable	B23
Ally Group	Variable	B232
Ambidexterity	10	B19, 7
Animal Empathy	5	B19
Appearance	Variable	B15
Autotrance	5	CI20
Breath Holding	2/4	CI21

Name	Cost	Page Reference
Charisma	5/level	B19
Claim to Hospitality	1-10	CI21
Cult Rank (Clerical Investment)	5/level	B19, CI22, 8
Collected	5	CI22
Combat Reflexes	15	B20
Common Sense	10	B20
Composed	5	CI22
Contacts	Variable	CI22
Danger Sense	15	B20
Daredevil	15	CI23
Deep Sleeper	5	CI23
Destiny	Variable	B235
Discriminatory Smell	15	CI52
Discriminatory Taste	10	CI53
Disease-Resistant	5	CI24
Divine Intervention	15/40	9
Divine Favor	Variable	CI36
Double-Jointed	5	B20
Eidetic Memory	30/60	B20
Empathy	15	B20
Familiars	Variable	CI37
Fashion Sense	5	CI24
Favor	Variable	CI25
Fearlessness	2/level	CI25
Fit	5	CI25
Gadgeteer	25	CI25
Heir	5	CI25
High Pain Threshold	10	B20
Higher Purpose	5	CI26
Illuminated	60	9
Imperturbable	10	CI26
Inherent Magic (Knacks)	Variable	CI38, M96, 7
Intuition	15	B20
Investiture	10/25	9
Investiture (Lunar-Aspected)	6/15	9
Language Talent	10	B20, 7
Legal Enforcement Powers	5/10/15	B21
Legal Immunity	5 to 20	CI27
Less Sleep	3/level	CI27
Light Hangover	2	CI27
Lightning Calculator	5	B21
Literacy	10	B21, 7
Luck	15/30	B21
Magery	Variable	B21, M103, 9
Manipulation Arts	Variable	9
Manipulation Arts (Lunar-Aspected)	Variable	9
Manual Dexterity	3/level	CI27
Martial Arts Styles	Variable	MA24
Mathematical Ability	10	B22
Military Rank	5/level	B22
Musical Ability	1/level	B22
No Hangover	5	CI28
Patron	Variable	B24

Name	Cost	Page Reference
Perfect Balance	15	CI63
Peripheral Vision	15	B22
Patron (Secret)	Variable	CI28, B24
Patron (Unwilling)	Variable	CI28, B24
Pious	5	CI29
Pitiable	5	CI29
Rapid Healing	5	B22
Reputation	Variable	B17
Runepower	Variable	10
Semi-Literacy	5	CI29, 7
Sense Assassin	10 + 4/level	10
Sense Chaos	10 + 4/level	10
Status	5/level	B18, 8

Name	Cost	Page Reference
Strong Will	4/level	B23, 8
Style Familiarity	1 to 25	CI30, MA25
Temperature Tolerance	1/2	CI30
Temporary Wealth	Variable	CI18
Toughness	10/25	B23
Unfazeable	15	CI31
Unusual Background	Variable	B23
Very Fit	15	CI31
Voice	10	B23
Wealth	Variable	B16, 8
Were Forms	Variable	CI43
World Sight	10	R94, 10

APPENDIX 2: DISADVANTAGES

This is a master list of all disadvantages for the Glorantha campaign. As with *Advantages*, above, inclusion of a disadvantage on this list does *not* automatically mean that it is available to everyone! Consult with the GM about which disadvantages your adventurer can take.

Name

The standard name of the disadvantage.

Cost

The cost of the disadvantage in character points. See *Advantages*, above, for an explanation of the format used.

Any 1-point disadvantage may (at the player's option) be taken as a quirk. Quirks are *not* limited to the 1-point disadvantages on this table!

Page Reference

As for *Advantages*, above.

Name	Cost	Page Reference
Absent Mindedness	-15	B30
Addiction	Variable	B30
Age	-3/year	B27
Albinism	-10	B27
Alcohol (Alcohol Intolerance)	-1	CI79
Alcohol (Horrible Hangovers)	-1	CI79
Alcohol (Nervous Stomach)	-1	CI79
Alcohol (Obnoxious Drunk)	-1	CI80
Alcohol (Personality Change)	-1	CI80
Alcohol (Sleepy Drinker)	-1	CI80
Alcoholism	-15/-20	B30
Amnesia	-10/-25	B239
Apostate	-5/-10	12
Appearance	Variable	B15
Attentive	-1	CI86
Bad Back	-15/-25	CI80
Bad Sight	-10/-25	B27
Bad Smell	-10	CI80
Bad Temper	-10	B31
Berserk	-15	B31
Blindness	-50	B27
Bloodlust	-10	B31
Bowlegged	-1	CI80
Bully	-10	B31
Callous	-6	CI86
Cannot Learn	-30	CI86
Chronic Depression	Variable	CI87
Clueless	-10	CI87
Code of Honor	-5 to -15	B31, 11

Name	Cost	Page Reference
Color Blindness	-10	B28
Combat Paralysis	-15	B32
Compulsive Behavior	-5 to -15	B32
Compulsive Carousing	-5/-10	B239
Compulsive Gambling	-5 to -15	CI88
Compulsive Generosity	-5	CI88
Compulsive Love for...	-5 to-15	J29
Compulsive Lying	-15	B32
Compulsive Spending	-5 to -15	CI88
Compulsive Vowing	-5	CI88
Confused	-10	CI88
Cowardice	-10	B32, 11
Curious	-5 to -15	CI89
Cursed	-75	CI96, R95
Deafness	-20	B28
Delicate Metabolism	-20	CI81
Delusions	-1 to -15	B32
Dependency	Variable	CI81
Dependent	Variable	B38
Destiny	Variable	B238
Disciplines of Faith	Variable	CI89
Disowned	-5/-15	CI77
Disturbing Voice	-10	CI81
Duty	Variable	B39
Duty (Involuntary)	Extra -5	CI77
Dwarfism	-15	B28
Dyslexia	-5/-15	B33
Edgy	-5	CI90
Enemy	Variable	B39
Enemy (Unknown)	Variable	CI77
Epilepsy	-30	B28
Eunuch	-5	B28
Excommunicant	Variable	12
Extra Sleep	-3/level	CI81
Fanaticism	-15	B33
Fat	-10/-20	B28
Flashbacks	-5 to -20	CI90
Gigantism	-10	B28
Glory Hound	-15	CI90
Gluttony	-5	B33
Greed	-15	B33
Guilt Complex	-5	CI90
Gullibility	-10	B33
Hard of Hearing	-10	B28
Hemophilia	-30	B28
Honesty	-10	B33
Hunchback	-10/-15	CI81
Impulsiveness	-10	B33
Incompetence	-1/skill	CI91
Innumerate	-1	CI91
Insomniac	-10/-15	CI82

Name	Cost	Page Reference
Intolerance	Variable	B34
Jealousy	-10	B34
Jinxed	-20 to -60	CI98
Kleptomania	-15	B34
Klutz	-5	CI82
Lame	-15 to -35	B29
Laziness	-10	B34
Lecherousness	-15	B34
Light Sleeper	-5	CI82
Lover's Distraction	-15	CI91
Low Empathy	-15	CI91
Low Pain Threshold	-10	B29
Low Self Image	-10	CI92
Lunacy	-10	CI92
Magery	Variable	12
Manic-Depressive	-20	CI92
Megalomania	-10	B34
Migraine	-5 to -20	CI82
Miserliness	-10	B34
Missing Digit	-2/-5	CI82
Mute	-25	B29
Night Blindness	-10	CI82
Nightmares	-5	CI92
No Sense of Humor	-10	CI92
No Sense of Smell/Taste	-5	B29
Oblivious	-3	CI92
Obsession	-5 to -15	CI93
Odious Personal Habits	-5 to -15	B26
Odious Personal Habit (Bragging)	-5 to -15	11
On the Edge	-15	CI93
One Arm	-20	B29
One Eye	-15	B29
One Hand	-15	B29
Overconfidence	-10	B34
Overweight	-5	B29
Pacifism	-15/-30	B35
Paranoia	-10	B35
Phobias	Variable	B35

Name	Cost	Page Reference
Poor Hearing	-2/level	12
Poor Taste and Smell	-2/level	12
Poor Vision	-2/level	12
Poverty	Variable	B16, 11
Primitive	-5/TL	B26
Pyromania	-5	B36
Quadriplegic	-50	CI83
Quirks	-1	B41
Reduced Manual Dexterity	-3/level	CI83
Reputation	Variable	B17
Retains Accent	-1/level	12
Sadism	-15	B36
Scalped	-5	CI84
Secret	Variable	CI78
Sense of Duty	-5 to -20	B39
Short Attention Span	-10	CI94
Shyness	-5 to -15	B37
Skinny	-5	B29
Sleepwalker	-5	CI84
Social Disease	-5	CI84
Social Stigma	-5 to -15	B27, 11
Split Personality	-10/-15	B37
Status	-5/level	B18, 12
Sterile	-3	CI84
Stubbornness	-5	B37
Stuttering	-10	B29
Terminally Ill	Variable	CI84
Tourette's Syndrome	-15/-30	CI85
Trademark	Variable	CI94
Truthfulness	-5	B37
Uneducated	-5	CI79
Unfit	-5	CI85
Unluckiness	-10	B37
Very Unfit	-15	CI85
Voices	-5 to -15	CI94
Vow	Variable	B37
Weak Immune System	-30	CI85
Weak Will	-8/level	B37, 12
Weirdness Magnet	-15	CI100
Youth	-2/level	B29

APPENDIX 3: SKILLS

This is a master list of all skills for the Glorantha campaign. As with *Advantages*, above, inclusion of a skill on this list does *not* automatically mean that it is available to everyone! Consult with the GM about which skills your adventurer can learn.

Training in some skills may require specific cult membership or an Unusual Background advantage.

Name

The name of the skill, along with any Tech Level qualifier (remember that most skills are TL2 unless otherwise specified). Alternate names are given in [brackets].

Skills with (parenthetical) qualifiers after their names have *required* specializations. Each such specialization is considered a separate skill.

Many other skills (mostly knowledge and scientific skills) have *optional* specializations. A specialist in one of these skills gains +5 to his skill when dealing with his chosen specialty, but has -1 when dealing with other subjects (or -2 if he has two specialties). Only two optional specializations are allowed within any skill.

Type

The type of skill (M = mental or P = physical) and its difficulty level (E = easy, A = average, H = hard, VH = very hard).

If a skill is based on a characteristic other than DX (for physical skills) or IQ (for mental skills), that characteristic appears in parentheses after the skill type.

Default

The most common default(s) for the skill. Highly-specialized or circumstantial defaults are *not* given — see the specific skill description.

If a skill has prerequisite advantages or skills, they are listed in *italics* after the defaults. Prerequisite skills must be known to level 12+ and must have been *studied* to at least the half-point level (a default skill level of 12+ is no help).

Page

As per *Advantages*, above.

Name	Type	Default	Page
Abacus	M/A	None	CI153
Accounting	M/H	IQ-10, Merchant-5, Mathematics-5 (*Cyphering*, *Literacy*)	B58
Acrobatics	P/H	DX-6	B48
Acting	M/A	IQ-5, Bard-5, Performance-2	B62
Administration	M/A	IQ-6, Merchant-3	B62
Agronomy/TL2	M/A	IQ-5	B59
Animal Guise	M/A	IQ-5	CI152
Animal Handling	M/H	IQ-6	B46
Anthropology	M/H	IQ-6	B59
Appreciate Beauty (art/craft skill)	M/VH	IQ-5, Savoir-Faire-5, art/craft skill	CI129
Archaeology	M/H	IQ-6	B59
Architecture/TL2	M/A	IQ-5	B59
Area Knowledge (area)	M/E	IQ-4	B62
Armoury/TL2	M/A	IQ-5, Blacksmith-3, (weapon skill)-6	B53
Artist	M/H	IQ-6	B47
Astronomy/TL2	M/H	IQ-6	B60
Augury (cult)	M/VH	Theology-4, Occultism-3	CI137
Axe Throwing	P/E	DX-4	B49
Axe/Mace	P/A	DX-5	B49
Bard	M/A	IQ-5, Performance-2	B47
Bardic Lore (culture)	M/H	IQ-6	CI146
Bartender	M/A	Carousing-3	CI153
Black Powder Weapons/TL2 (type)	P/E	DX-4 (IQ bonus)	B49
Blackjack	P/E	DX-4	B49
Blacksmith/TL2	M/A	IQ-5, Jeweler-4	B53
Blowpipe	P/H	DX-6	B49
Boating	P/A	IQ-5, DX-5	B68
Body Language	M/H	Psychology-3, Detect Lies-3	CI132
Bolas	P/A	None	B49
Botany/TL2	M/H	IQ-6, Agronomy-5	B60
Bow	P/H	DX-6	B50
Brawling	P/E	None	B50
Breath Control	M/VH	None	B48
Brewing	M/E	IQ-4	CI136
Broadsword	P/A	DX-5, Shortsword-2	B50
Buckler	P/E	DX-4, Shield-2	B50
Calligraphy	P/A	DX-5, Artist-2 (*Literacy*)	B47
Camouflage	M/E	IQ-4, Survival-2	B65
Carousing	P/A (HT)	HT-4	B63
Carpentry	M/E	IQ-4, DX-4	B53
Cartography/TL2	M/A	IQ-5, Navigation-5, Surveying-5	CI155
Ceremony (cult)	M/VH	IQ-5, Theology-6 (*Theology*)	14
Chariot Warrior	M/A	DX-5, Acrobatics-2, Charioteer-2	14
Charioteer	M/A	Animal Handling-4, Riding-5, Teamster-3 (*Animal Handling*)	14
Chemistry/TL2	M/H	IQ-6	B60
Choreography	M/A	Dancing-2 (*Leadership, Dancing*)	CI129
Climbing	P/A	DX-5, ST-5	B57
Cooking	M/E	IQ-4	B53
Cooperage	M/E	IQ-4, DX-4	CI136
Courtesan	M/A	Savoir-Faire-5	CI153
Criminology/TL2	M/A	IQ-4	B60
Crossbow	P/E	DX-4	B50
Cryptanalysis/TL2	M/H	IQ-5, Cryptography-5, Cryptology-5, Mathematics-3	CI156
Cryptography/TL2	M/H	IQ-5, Cryptanalysis-5, Cryptology-5	CI156
Cryptology/TL2	M/H	Cryptanalysis-5, Cryptography-5	CI156
Cyphering	M/E	IQ-2	CI156
Dancing	P/A	DX-5	B47
Detect Lies	M/H	IQ-6, Psychology-4	B65
Diagnosis/TL2	M/H	IQ-6, First Aid-8, Herbalist-4, Veterinary-5	B56
Diplomacy	M/H	IQ-6	B63
Directing	M/H	Performance-5 (*Leadership, Performance*)	CI129
Disguise	M/A	IQ-5	B65
Distilling	M/A	IQ-4	CI136
Dyeing	M/A	IQ-4	CI136
Ecology/TL2	M/H	IQ-6, Naturalist-3	B60
Economics	M/H	IQ-6, Merchant-6	B60
Enchant	M/VH	Theology-6 (*Theology*)	14
Erotic Art	P/H	Acrobatics-5 (*Sex Appeal*)	CI159
Escape	P/H	DX-6	B65
Falconry	M/A	IQ-5	B46
Fast-Draw (type)	P/E	None	B50
Fast-Draw Knife from Teeth	P/E	None	CI133
Fast-Talk	M/A	IQ-5, Acting-5	B63
Featherworking	M/A	IQ-5	CI129
Fight Choreography	M/A	Stage Combat-2 (*Leadership, Stage Combat*)	CI129
Filching	P/A	Pickpocket-5	CI161
Fire Eating	P/A	None	CI129
Fire Walking	M/E	Will-5	CI140
Fire-Making (Bow)	P/A	DX-5	CI152
Fire-Making (Flint)	P/E	DX-4	CI152
Fireworks	M/H	IQ-6, Chemistry-3	CI136
First Aid/TL2	M/E	IQ-5, Herbalist, Physiology-5, Vet-5	B56
Fishing	M/E	IQ-4	B57
Flail	P/H	DX-6	B50
Flower Arranging	M/E	IQ-4	CI129
Forensics/TL2	M/H	Criminology-4	B61
Forgery/TL2 (Coin)	M/H	IQ-6, DX-8, (craft skill)-5	CI161
Forgery/TL2 (Paper)	M/H	IQ-6, DX-8, Artist-5	B65
Gambling	M/A	IQ-5, Mathematics-5	B63
Games (type)	M/E	IQ-5, Strategy-5	CI146
Gardening	M/E	IQ-4	CI129
Garrote	P/E	DX-5	CI134
Genetics/TL2	M/VH	Physiology-5	B61
Geology/TL2	M/H	IQ-6, Prospecting-4	B61
Gesture	M/E	IQ-4, Sign Language	B55
Glassblowing	P/H	DX-6	CI136
Glass-cutting	P/E	DX-4, Lockpicking-4	CI161
Gunner/TL2 (type)	P/A	DX-5, (other Gunner)-4	B50
Harpoon	P/H	Spear Throwing-2	CI134
Heraldry	M/A	IQ-5, Savoir-Faire-3	B58
Hiking	P/A (HT)	None	CI152
History	M/H	IQ-6, Archaeology-6	B61
Holdout	M/A	IQ-5, Sleight of Hand-3	B66
Hydrology	M/A	Weather Sense-6	CI157
Hypnotism	M/H	None	B56
Illumination	P/A	Artist-2, DX-5	CI129
Intelligence Analysis/TL2	M/H	IQ-6	B66
Interrogation	M/A	IQ-5, Intimidation-3	B66
Intimidation	M/A	ST-5, Acting-3	CI159
Jeweler/TL2	M/H	IQ-6, Blacksmith-4	B53
Jitte/Sai	P/A	DX-5, Shortsword-3	CI134
Judo	P/H	None	B51
Juggling	P/E	Sleight of Hand-3	CI131
Jumping	P/E	None	B48
Karate	P/H	None	B51
Katana	P/A	DX-5, Broadsword-2	CI134
Knife	P/E	DX-4	B51
Knife Throwing	P/E	DX-4	B51
Kusari	P/H	DX-5, Flail-2	CI134
Lance	P/A	Spear-3 (Riding 12+) or DX-6 (*Riding*)	B51

Name	Type	Default	Page
Lasso/Riata	P/A	None	B51
Law	M/H	IQ-6	B58
Leadership	M/A	ST-5	B63
Leatherworking	M/E	IQ-4, DX-5	B53
Lifting	P/H (ST)	None	CI132
Linguistics	M/VH		B61
Lip Reading	M/A	Vision-10	B66
Literature	M/H	IQ-6 (*Literacy*)	B61
Lockpicking/TL2	M/A	IQ-5	B67
Make-Up/TL2	M/E	IQ-4, Disguise	CI129
Masonry	P/E	IQ-3	CI136
Mathematics	M/H	IQ-6 (*Cyphering*)	B61
Mechanic/TL2 (type)	M/A	IQ-5, Engineer-4, Driving-8, Gunner-8	B54
Meditation	M/H	IQ-5	CI142
Merchant	M/A	IQ-5	B64
Metallurgy/TL2	M/H	Armoury-8, Blacksmith-8, Chemistry-5, Jeweler-8	B61
Meteorology/TL2 [Weather Sense]	M/A	IQ-5	B61
Mimicry (type)	P/H (HT)	IQ-6, HT-6	CI152
Mortician	M/A	IQ-5, (other Mortician)-4, Thanatology-5	UN109
Musical Composition	M/H	Musical Instrument-2, Singing-2 (*Musical Instrument* or *Singing*)	CI129
Musical Instrument (type)	M/H	(similar instrument)-3	B47
Naturalist	M/H	IQ-6	B57
Navigation/TL2	M/H	Astronomy-5, Seamanship-5	B57
Needlecraft	P/A	DX-4	CI137
Net	P/H	None	B51
Netmaking	P/E	DX-6	CI137
Oral Literature	M/H	IQ-6	CI157
Orienteering/TL2	M/A	IQ-5	CI153
Origami	M/E	IQ-4	CI130
Packing	M/A	IQ-6, Animal Handling-6 (*Animal Handling*)	B46
Panhandling	M/E	Fast-Talk-2, Bard-3, IQ-5	CI154
Parry MissileWeapons	P/H	None	CI135
Pathology/TL2	M/H	IQ-7, Physician-5, Surgery-5 (*Physiology*, *Chemistry*)	UN109
Performance	M/A	IQ-5, Acting-2, Bard-2	B64
Physician/TL2 [Herbalist]	M/H	IQ-7, First Aid-11, Naturalist-6, Veterinary-5	B56, CI150
Physics/TL2	M/H	IQ-6	B61
Physiology/TL2 (race)	M/VH	IQ-7, (medical skill)-5	B61
Pickpocket	P/H	DX-6, Sleight of Hand-4	B67
Picture-Writing	M/H	(other Picture-Writing)-3	CI130
Poetic Composition	M/H	Poetry-2 (*Poetry*)	CI129
Poetry	M/A	IQ-5, Language-5	B47
Poisons	M/H	IQ-6, Chemistry-5, Herbalist-3	B67
Polearm	P/A	DX-5	B51
Politics	M/A	IQ-5, Diplomacy-5	B64
Pottery	M/A	IQ-5	B54
Prospecting/TL2	M/A	IQ-5, Geology-4	B62
Psychology	M/H	IQ-6	B62
Punning	M/A	Bard-3 (*Language*)	CI130
Research	M/A	IQ-5, Writing-3	B62
Riding (animal)	P/A	DX-5, Animal Handling-3	B46
Running	P/H (HT)	None	B48
Sailor/TL2	M/A	IQ-5	CI154
Savoir-Faire	M/E	IQ-4	B64
Scene Design	M/A	IQ-5, Architecture-3	CI130
Scrounging	M/E	IQ-4	B67
Sculpting	P/A	DX-5, IQ-5	B47
Seamanship/TL2	M/E	IQ-4	B57
Sex Appeal	M/A (HT)	HT-3	B64
Shadowing	M/A	IQ-6, Stealth-4	B67
Shield	P/E	DX-4, Buckler-2	B52
Shipbuilding/TL2	M/H	IQ-6	B54
Shiphandling/TL2	M/H	IQ-6 (*Navigation, Seamanship, Weather Sense*)	CI161
Short Staff	P/H	DX-5, Staff-2	CI135
Shortsword	P/A	DX-5, Broadsword-2	B52
Shuriken	P/H	DX-6, Throwing-2	CI135
Sign Language (type)	M/A	None	B55
Singing	P/E (HT)	HT-4	B48
Skating	P/H	DX-6	CI132
Skiing	P/H	DX-6	B49
Sleight of Hand	P/H	None	B67
Sling	P/H	DX-6	B52
Snake Charming	M/A	Animal Handling-4, Hypnotism-2	CI128
Spear	P/A	DX-5, Staff-2	B52
Spear Thrower	P/A	DX-4, Spear Throwing-4	B52
Spear Throwing	P/E	DX-4, Spear Thrower-4	B52
Speed Reading (script)	M/A	None (*Literacy*)	CI158
Sports (type)	P/A	DX-5, ST-5	B49
Staff	P/H	DX-5, Spear-2	B52
Stage Combat	P/A	Performance-3, (combat skill)-3	CI130
Stealth	P/A	IQ-5, DX-5	B67
Stone Knapping	M/A	IQ-5	CI137
Strategy (type)	M/H	IQ-6, Tactics-6, (other Strategy)-4	B64
Streetwise	M/A	IQ-5	B68
Style Analysis	M/H	Body Language-6, Tactics-6	CI135
Summon	M/VH	Theology-6 (*Theology*)	14
Sumo Wrestling	P/A	None	CI136
Surgery/TL2	M/VH	First Aid-12, Physician-5, Physiology-8, Veterinary-5	B56
Surveying/TL2	M/A	IQ-5, Cartography-5, Navigation-5 (*Mathematics*)	CI158
Survival (type)	M/A	IQ-5, Naturalist-3, (other Survival)-3	B57
Survival (Urban)	M/A	IQ-5	CI153
Swimming	P/E	ST-5, DX-4	B49
Tactics (type)	M/H	IQ-6, Strategy-6, (other Tactics)-4	B64, 13
Tanning	P/A	IQ-4	CI137
Tattooing	M/A	IQ-5	CI137
Tea Ceremony	M/H	IQ-6, Meditation-2	CI147
Teaching	M/A	IQ-5	B64
Teamster (animal)	M/A	Riding-2, Charioteer-2, Animal Handling-4, (other Teamster)-3 (*Animal Handling*)	B47
Thaumatology	M/VH	IQ+Magery-6	CI149
Theology	M/H	IQ-6	B62, 13
Throwing	P/H	None	B49
Throwing Stick	P/E	DX-4	CI136
Tonfa	P/H	DX-6, Shortsword-3	CI136
Tracking	M/A	IQ-5, Naturalist-5	B57
Traps/TL2	M/A	IQ-5, DX-5, Lockpicking-3	B68
Two-Handed Axe/Mace	P/A	DX-5	B52
Two-Handed Sword	P/A	DX-5	B52
Ventriloquism	M/H	None	B68
Veterinary/TL2	M/H	Animal Handling-5, (medical skill)-5	B47
Weaving	P/E	DX-2	CI137
Whip	P/A	None	B52
Woodworking	P/A	DX-5, Carpentry-3	B54
Wrestling	P/A	None	CI136
Writing	M/A	IQ-5, Language-5	B48
Yin/Yang Healing	M/H	IQ-6	CI145
Zoology/TL2	M/H	IQ-6, (animal skill)-6	B62

APPENDIX 4: MANEUVERS

This is a master list of all maneuvers for the Glorantha campaign. Inclusion of a maneuver on this list does *not* automatically mean that it is available to everyone! Consult with the GM about which maneuvers your adventurer can learn.

Training in some maneuvers may require specific cult membership or an Unusual Background advantage.

Name

The standard name of the maneuver.

Maneuvers with (parenthetical) qualifiers after their names have *required* specializations. Each such specialized maneuver must be developed separately.

Type

The difficulty level of the maneuver (average or hard).

Default

The default(s) for the maneuver. If a maneuver has prerequisite advantages, skills or maneuvers, they are listed in *italics* after the default. Prerequisite skills or maneuvers must be *studied* to level 12+ (a default of 12+ does not help). The skill on which the default is based is assumed to always be a prerequisite for the maneuver.

Maximum levels (if any) are not listed: see the maneuver description for these.

Page

As per *Advantages*, above.

Name	Type	Default	Page
Back Strike	H	(combat skill)-4	J?
Bareback Riding	A	Riding-4	15
Blind-Side Attack (weapon)	A	(combat skill)-2	15
Close Combat (weapon)	A	(combat skill)-2 [close] or (combat skill)-6 [long]	SW21

Name	Type	Default	Page
Counter-Attack (weapon)	H	(combat skill)-5	SW21
Direct Mount	H	Riding-3	J?
Disarming (weapon)	H	(combat skill)	SW22
Disarming Block (buckler/shield)	A	Shield-4 or Buckler-4	15
Disarming Parry (weapon)	H	Parry-5, Fencing Parry-3	15
Dual-Weapon Attack (weapons)	H	(combat skill)-4	SW26
Feint (weapon)	H	(combat skill)	SW22
Fight From Mount	H	(hand weapon skill)-2	J?
Fight in Water	H	(combat skill)-2*	J?
Fight Underwater	H	(combat skill)-2*	J?
Hit Location (weapon)	H	(combat skill)-3	SW23
Imitate Accent (language, accent)	A	(language skill)-1 to (language skill)-3	16
Lunge (weapon, cut/thrust)	A	(weapon skill)-2	SW24
Mounted Archery	H	Bow-4 (*Riding*)	16
Off-hand Weapon (weapon)	H	(combat skill)-4	SW24
Retain Weapon (weapon)	H	(combat skill)	SW24
Riposte (weapon)	H	(combat skill)	
Shield Bash	A	Shield	16
Shielded Attack (weapon)	A	(combat skill)-4	16
Slip (weapon)	H	(active defense)-3 (*Boxing* or *combat skill*)	SW25
Spinning Strike (weapon)	H	(Polearm, Spear or Staff)-3	J?
Stop Hit (weapon)	H		MA55
Sweep (weapon)	H	(Polearm, Spear or Staff)-3	SW25
Tip Slash (weapon)	A	(weapon skill)-2	J?
Two-Handed Spear with Shield	A	Spear-4 (*Shield*)	17
Yoke-Running	H	Charioteer-4	17

APPENDIX 5: LANGUAGES

This is a master table of Gloranthan languages. Other languages exist, but these are the most commonly encountered tongues. Consult the GM to find out which language is your character's native tongue.

Name

Languages are listed by their most common names; alternate names, if any, are given in brackets.

Names with parenthetical elements are families of languages: a character learning one of these languages *must* choose a particular specialty for the language skill.

Example: The wolf-language of the Telmori is Hsunchen (Telmori). A speaker of this language has no default ability in Hsunchen (Basmoli): the two are completely distinct.

Type

The difficulty of the language. Note that many non-human languages, such as Aldryami, Auld Wyrmish, Baboon and Darktongue, are M/H or harder for humans, but only M/A for the creatures that normally speak them. The increased difficulty represents the limitations of human vocal equipment and range.

Family

The linguistic family to which the language belongs. Additional notes indicate geographical sub-family, for Theyalan languages, or Regional ("Farmer tongue") status for Pelorian languages.

The family name is also the name of the alphabet normally used by speakers of the language. Written languages with no family use alphabets specific to the language. See the notes on the Literacy advantage (p. 7) for more details on alphabets and writing.).

Default

Default skill levels derived from related languages. Some defaults may be taken from any member of an entire family or sub-family (such as Theyalan or Pelorian Regional).

Example: Grmbrand Ingtarnsson speaks Sartarite (a Manirian dialect of Theyalan) at level 12. Tarshite (a Pelorian dialect) defaults to non-Pelorian dialects of Theyalan at -5: if Grmbrand must converse with Tarshite raiders, his effective skill is only 7.

Other Notes

Some languages have effective skill limits, given in the footnotes below. These usually represent specialized tongues with limited vocabularies. A character may study such languages to a higher skill level (to aid in overcoming penalties, etc.), but his effective ability will never exceed the listed level.

The Praxian skill of Knot-Writing and the Issaries special cult language of Tradetalk are new language skills: see their descriptions for more details.

Language	Type	Family	Default
Afadjanni	M/A	Fonritian	Banamban-3, Kareeshtu-3, Mondoran-5
Aggari	M/A	Theyalan (Pelorian)	Stormspeech-5, other Theyalan (Pelorian)-2, other Theyalan (any)-5, Tusk Rider-5
Aldryami	M/H	none	—
Arbennan	M/A	Arbennan	Doraddan-2, Kresh-3, Tarint-2
Auld Wyrmish	M/VH†	none	Old Pavic-3
Baboon*	M/H	none	—
Balazaring*	M/A	Pelorian	Dara Happan-5, Jarstic-5, New Pelorian-5, other Pelorian Regional-5
Banamban	M/A	Fonritian	Afadjanni-3, Kareeshtu-3, Mondoran-5
Boatspeech	M/E	none	—
Brithini	M/H	Western	Carmanian-3, Loskalmi-2, Safelstran-3, Seshnegi-2, Vadeli-3
Brolian	M/A	Theyalan (Pelorian)	Stormspeech-5, other Theyalan (Pelorian)-2, other Theyalan (any)-5, Tusk Rider-5
Caladran	M/A	Theyalan (Manirian)	Stormspeech-5, other Theyalan (Manirian)-2, other Theyalan (any)-5, Tusk Rider-5
Carmanian	M/A	Western	Brithini-3, Loskalmi-1, Safelstran-3, Seshnegi-3, Vadeli-3
Cetoi	M/H	Seaspeech	Seaspeech-3
Dara Happan	M/A	Pelorian	Balazaring-5, Jarstic-5, New Pelorian-3, other Pelorian Regional-3
Darjini	M/A	Pelorian Regional	Balazaring-5, Dara Happan-3, Jarstic-5, New Pelorian-5, other Pelorian Regional-2
Darktongue	M/H	Darktongue	Shadowspeech-3, Stultan-5
Delelan	M/A	Theyalan (Ralian)	Stormspeech-5, other Theyalan (Ralian)-2, other Theyalan (any)-5, Tusk Rider-5
Ditali	M/A	Theyalan (Manirian)	Stormspeech-5, other Theyalan (Manirian)-2, other Theyalan (any)-5, Tusk Rider-5
Doblian	M/A	Pelorian Regional	Balazaring-5, Dara Happan-3, Jarstic-5, New Pelorian-5, other Pelorian Regional-2
Doraddik	M/A	Arbennan	Arbennan-2, Kresh-2, Tarint-3
Dorastori	M/A	Theyalan (Pelorian)	Stormspeech-5, other Theyalan (Pelorian)-2, other Theyalan (any)-5, Tusk Rider-5
Dwerulans*	M/H	none	—
Earthtongue	M/H	none	—
East Isles (isle)	M/A	Vithelan	Tanyen-3

Language	Type	Family	Default
Elamlanni (city)	M/A	Maslo	Kimotian-5, Kumankan-5, Onlaksian-2, other Elamlanni (city)-1, Thinokan-5
Eol	M/A	none	—
Esrolian	M/A	Theyalan (Manirian)	Stormspeech-5, other Theyalan (Manirian)-2, other Theyalan (any)-5, Tusk Rider-5
Firespeech	M/H	none	—
Garsting	M/A	none	—
High Teshnan	M/A	Teshnan	other Teshnan-2
Holay	M/A	Theyalan (Pelorian)	Stormspeech-5, other Theyalan (Pelorian)-2, other Theyalan (any)-5, Tusk Rider-5
Hsunchen (type)*	M/H	Hsunchen	—
Imperial	M/A	Vithelan	Kralori-5, Tanyen-3
Jarstic	M/A	Pelorian	Balazaring-5, Dara Happan-5, New Pelorian-5, other Pelorian Regional-5
Jelmre*	M/H‡	none	—
Junoran	M/A	Theyalan (Fronelan)	Stormspeech-5, other Theyalan (Fronelan)-2, other Theyalan (any)-5, Tusk Rider-5
Karasali	M/A	Pelorian Regional	Balazaring-5, Dara Happan-3, Jarstic-5, New Pelorian-5, other Pelorian Regional-2
Kareeshtu	M/A	Fonritian	Afadjanni-3, Banamban-3, Mondoran-5
Keanite	M/A	Theyalan (Ralian)	Stormspeech-5, other Theyalan (Ralian)-2, other Theyalan (any)-5, Tusk Rider-5
Kimotian	M/A	Maslo	Kumankan-5, Onlaksian-5, Thinokan-5, Elamlanni (city)-5
Knot-Writing	M/E§	Praxian	See p. 14 for details
Kostaddi	M/A	Pelorian Regional	Balazaring-5, Dara Happan-3, Jarstic-5, New Pelorian-5, other Pelorian Regional-2
Kralori	M/A	Vithelan	Imperial-5, Stultan-5, Tanyen-5
Kresh	M/A	Arbennan	Arbennan-3, Doraddan-2, Tarint-5
Kumankan	M/A	Maslo	Elamlanni (city)-5, Kimotian-5, Onlaksian-5, Thinokan-5
Lalian	M/A	Theyalan (Ralian)	Stormspeech-5, other Theyalan (Ralian)-2, other Theyalan (any)-5, Tusk Rider-5
Lankstite	M/A	Theyalan (Ralian)	Stormspeech-5, other Theyalan (Ralian)-2, other Theyalan (any)-5, Tusk Rider-5
Loskalmi	M/A	Western	Brithini-2, Carmanian-1, Safelstran-3, Seshnegi-3, Vadeli-3
Maidstone	M/H	none	—
Melibic [Low Teshnan]	M/A	Teshnan	other Teshnan-2
Language	Type	Family	Default
Mondoran	M/A	Fonritian	Afadjanni-5, Banamban-5, Kareeshtu-5
Mostali	M/A	none	—
Murthoi	M/H	none	—
Naskorioni	M/A	Theyalan (Ralian)	Stormspeech-5, other Theyalan (Ralian)-2, other Theyalan (any)-5, Tusk Rider-5
New Pelorian	M/A	Pelorian	Balazaring-5, Dara Happan-3, Jarstic-5, other Pelorian Regional-3
Nimistori	M/A	Theyalan (Manirian)	Stormspeech-5, other Theyalan (Manirian)-2, other Theyalan (any)-5, Tusk Rider-5
Oasis Speech	M/A	none	—
Old Pavic	M/A	none	—
Onlaksian	M/A	Maslo	Elamlanni (city)-2, Kimotian-5, Kumankan-5, Thinokan-5
Oranor	M/A	Theyalan (Fronelan)	Stormspeech-5, other Theyalan (Fronelan)-2, other Theyalan (any)-5, Tusk Rider-5

Language	Type	Family	Default
Orayan	M/A	Pelorian Regional	Balazaring-5, Dara Happan-3, Jarstic-5, New Pelorian-5, other Pelorian Regional-2
Oronin	M/A	Pelorian Regional	Balazaring-5, Dara Happan-3, Jarstic-5, New Pelorian-5, other Pelorian Regional-2
Otkorioni	M/A	Theyalan (Ralian)	Stormspeech-5, other Theyalan (Ralian)-2, other Theyalan (any)-5, Tusk Rider-5
Parolarian*	M/H	Voralan	Voralan-5
Pavic [New Pavic]	M/A	Theyalan (Manirian)	Stormspeech-5, other Theyalan (Manirian)-2, other Theyalan (any)-5, Tusk Rider-5
Pent (tribe)*	M/A	Pent	other Pent (tribe)-1
Praxian*	M/A	Praxian	—
Rinliddi	M/A	Pelorian Regional	Balazaring-5, Dara Happan-3, Jarstic-5, New Pelorian-5, other Pelorian Regional-2
Safelstran [Ralian]	M/A	Western	Brithini-3, Carmanian-3, Losk-almi-3, Seshnegi-1, Vadeli-3
Sartartite	M/A	Theyalan (Manirian)	Stormspeech-5, other Theyalan (Manirian)-2, other Theyalan (any)-5, Tusk Rider-5
Saugite	M/A	Theyalan (Ralian)	Stormspeech-5, other Theyalan (Ralian)-2, other Theyalan (any)-5, Tusk Rider-5
Seaspeech	M/H	Seaspeech	Cetoi-3, Triolini-3
Seshnegi	M/A	Western	Brithini-2, Carmanian-3, Losk-almi-3, Safelstran-1, Vadeli-3
Shadow-speech	M/H	Darktongue	Darktongue-3
Silver Shadow	M/A	Pelorian Regional	Balazaring-5, Dara Happan-3, Jarstic-5, New Pelorian-5, other Pelorian Regional-2
Skanthi	M/A	Theyalan (Pelorian)	Stormspeech-5, other Theyalan (Pelorian)-2, other Theyalan (any)-5, Tusk Rider-5
Slarge*	M/H	none	—
Solanthi	M/A	Theyalan (Manirian)	Stormspeech-5, other Theyalan (Manirian)-2, other Theyalan (any)-5, Tusk Rider-5
Stormspeech	M/H	Theyalan	other Theyalan (any)-5
Stultan	M/A	Vithelan	Imperial-5, Kralori-5, Tanyen-5
Syanoran	M/A	Theyalan (Fronelan)	Stormspeech-5, other Theyalan (Fronelan)-2, other Theyalan (any)-5, Tusk Rider-5
Sylilan	M/A	Pelorian Regional	Balazaring-5, Dara Happan-3, Jarstic-5, New Pelorian-5, other Pelorian Regional-2
Talastari	M/A	Theyalan (Pelorian)	Stormspeech-5, other Theyalan (Pelorian)-2, other Theyalan (any)-5, Tusk Rider-5
Tanyen	M/A	Vithelan	Imperial-3, Kralori-5
Tarint	M/A	Arbennan	Arbennan-2, Doraddan-3, Kresh-5
Tarshite	M/A	Theyalan (Pelorian)	Stormspeech-5, other Theyalan (Pelorian)-2, other Theyalan (any)-5, Tusk Rider-5
Thinokan	M/A	Maslo	Elamlanni (city)-5, Kimotian-5, Kumankan-5, Onlaksian-5
Tradetalk	M/E#	none	See p. 14 for details
Triolini	M/H	Seaspeech	Seaspeech-3
Trowjangi	M/A	Teshnan	other Teshnan-2
Tusk Rider*	M/A	Theyalan	other Theyalan (any)-5
Vadeli	M/A	Western	Brithini-3, Carmanian-3, Losk-almi-3, Safelstran-3, Seshnegi-3
Vanchi	M/A	Pelorian Regional	Balazaring-5, Dara Happan-3, Jarstic-5, New Pelorian-5, other Pelorian Regional-2
Veldang	M/A	none	—
Voralan	M/H	Voralan	Parolarian-3

* = Language has *no* written form.

† = Auld Wyrmish has a maximum effective level of 6 for non-draconic speakers.

‡ = Jelmre is not reproducible by non-Jelmre. Skill is comprehension only.

§ = Knot-Writing has a maximum effective level of 6.

= Tradetalk has a maximum effective level of 10.

CHARTS AND TABLES

FRIGHT CHECKS

A Fright Check is a special kind of Will roll: see p. B93 for modifiers. When a character fails a Fright Check, roll 3d. *Add the amount by which the Fright Check was missed* and consult the following table.

Some results will give the character a new Quirk, Phobia, Delusion or other mental disadvantage. The is chosen by the GM and must be related to the frightening event. If possible, it should also be related to an existing Quirk, Phobia or Delusion. Disadvantages acquired through Fright Checks *do* reduce the point value of the character!

Fright Check Table

Modified Roll	Effects
4-5	Stunned for one turn, then recovers automatically.
6-7	Stunned for one turn. Every turn after that, roll IQ (unmodified) to snap out of it.
8-9	Stunned for one turn. Every turn after that, roll Will (plus whatever bonuses or penalties you had on your original Fright Check) to snap out of it.
10	Stunned for 1d turns. Every turn after that, roll modified Will (as #8-9, above) to snap out of it.
11	Stunned for 2d turns. Every turn after that, roll modified Will (as #8-9, above) to snap out of it.
12	Lose your lunch. Treat this as being stunned for 15 turns, then roll vs. HT each turn to recover. Depending on the circumstances, this may be humiliating, fatal or merely inconvenient.
13	Acquire a new *Quirk* (p. B41). This is the only way a character can acquire more than five Quirks.
14-15	Stunned for 1d turns as per #10, above, plus lose 1d fatigue.
16	Stunned for 1d turns as per #10, above, and acquire a new Quirk as per #13, above.
17	Faint for 1d minutes, then roll HT each minute to recover.
18	Faint as per #17, above, plus roll HT or take 1 hit damage as you collapse.
19	Severe faint, lasting 2d minutes (then roll HT each minute to recover) plus take 1 hit damage as you collapse.
20	Faint bordering on shock, lasting 4d minutes (then roll HT each minute to recover), plus lose 1d fatigue.
21	Panic. Run around screaming, sit down and cry, or do something else equally pointless for 1d minutes. After that, roll IQ (unmodified) once per minute to snap out of it.
22	Acquire a *Major Delusion* (p. B32).
23	Acquire a *Mild Phobia* (p. B35) or other -10-point mental disadvantage.
24	Major physical effect: hair turns white, age five years overnight, go partially deaf, or something else equally drastic. In game terms, acquire -15 points of physical disadvantages (each year of age counts as -3 points).
25	If you already have a Mild Phobia related to the frightening incident, it becomes Severe. If not, add a new Mild Phobia or -10-point mental disadvantage.
26	Faint for 1d minutes, as per #18, above, and acquire a new -10-point Delusion, as per #22, above.
27	Faint for 1d minutes, as per #18, above, and acquire a new -10-point mental disadvantage, as per #23, above.
28	Light Coma. Fall unconscious, rolling HT every 30 minutes to recover. For 6 hours after recovery, all skills and attributes are at -2.

Modified Roll	Effects
29	Coma. As #28, above, but unconscious for 1d hours. Then roll HT to recover: if failed, remain in coma for another 1d hours, and so on.
30	Catatonia. Stare into space for 1d days; then roll HT. On a failed roll, remain catatonic for another 1d days, and so on. Without medical care, lose 1 HT the first day, 2 the second, and so on. If you survive and awaken, all skills and attributes are at -2 for as many days as catatonia lasted.
31	Seizure. Lose bodily controland fall to the ground in a fit lasting 1d minutes and costing 2d fatigue. Roll HT: on a failed roll, take 1d damage. On a critical failure, lose 1 HT *permanently*.
32	Stricken. Fall to the ground, taking 2d damage in the form of a mild heart attack or stroke.
33	Total panic. You are out of control and may do *anything*. Roll 3d: the higher the roll, the more useless your reaction. For instance, you might jump off a cliff to avoid a monster. If you survive your first reaction, roll IQ (unmodified) to snap out of the panic. If you fail, roll for another panic reaction, and so on.
34	Acquire a *Severe Delusion* (p. B32).
35	Acquire a *Severe Phobia* (p. B35) or other mental disadvantages worth -15 points.
36	Severe physical effect, as per #24, above, but equivalent to -20 points of physical disadvantages.
37	Severe physical effect, as per #24, above, but equivalent to -30 points of physical disadvantages.
38	Coma as per #29, above, and gain a Severe Delusion as per #34, above.
39	Coma as per #29, above, and gain a Severe Phobia or other -30-point mental disadvantage, as per #35, above.
40+	Coma and Severe Phobia, as per #39, above, and victim loses 1 point of IQ *permanently*. This reduces all IQ-based skills (including magical skills) by 1.

Fright Check modifiers

Fright Checks follow the "Rule of 14": even if a character's adjusted Will is 14 or better, any roll of 14 or more *automatically* fails.

Collected: +3.	
Combat Reflexes: +2.	
Composed: +2.	
Cool: +1.	
Cowardice: -3.	
Edgy: -1.	
Especially violent, gruesome or terrifying experience: -1 (ear torn off corpse) to -6 (corpse is your Dependent).	
Fearlessness: +1 per level.	
Heat of battle: +5 (too excited to be scared).	
Imperturbable: +5.	
Post-Combat Shakes: -1 to -3, based on danger or gruesomeness of fight (GM's discretion).	
Severe Phobia: -4.	
Unfazeable: Immune to Fright Checks (!).	

THROWING OBJECTS

When you want to throw something, use the following procedure to determine the maximum distance you can throw it and the damage you can do with it.

(1) Divide the weight of the object (in pounds) by your ST to get the *Weight Ratio*.

(2) Find the entry on the *Throwing Distance Table* below with the nearest weight ratio, rounding the ratio from step 1 *up*.

(3) Read across to the *Distance Modifier* and multiply this by your ST. This gives the distance in yards you can throw the object.

(4) Find the object's weight on the *Throwing Damage Table* and read across to its damage. Damage is based on your thrust damage, with modifiers applied for each *die* rolled. Round all fractional damages down.

You cannot normally throw an object weighing more than 25×ST lbs. However, "extra effort" (p. B89) will increase your effective ST.

Example 1: A ST 14 man throws a 120-lb. rock. Dividing 120/14 gives a ratio of 8.571, rounded up to 10.0. So the distance is 14 (ST) × 0.1 (distance modifier) for a final distance of 1.4 yards. That's a *heavy* rock!

Example 2: The same ST 14 man hits an enemy with the same 120-lb. rock. The rock is 8.571×ST, so it does thrust (-½ per die). Thrust damage for ST 14 is 1d, so this is 1d-½, rounding down to 1d-1 damage.

Example 3: A huge great troll (ST 24) throws the same 120-lb. rock. For this ST, the rock is (120/24) = 5×ST, so it does normal thrust damage for ST 24, or 2d+1.

Throwing Distance Table

Weight Ratio	Distance Modifier	Weight Ratio	Distance Modifier
0.10	3.5	2.0	0.6
0.125	3.0	2.5	0.5
0.2	2.5	3.0	0.4
0.3	1.9	4.0	0.3
0.4	1.5	5.0	0.25
0.5	1.2	6.0	0.2
0.75	1.0	8.0	0.15
1.0	0.8	10.0	0.1
1.5	0.7	20.0+	0.05

Throwing Damage Table

Object Weight	Damage
Less than 2 lbs.	Thrust (-2 per die)
2 lbs. to 5 lbs.	Thrust (-1 per die)
5 lbs. to ST lbs.	Thrust
ST lbs. to ST×3 lbs.	Thrust (+1 per die)
ST×3 lbs. to ST×7 lbs.	Thrust
ST×7 lbs. to ST×11 lbs.	Thrust (-½ per die)
Over ST×11 lbs.	Thrust (-1 per die)

MELEE COMBAT MODIFIERS

Attack

Bad footing: -2 or more (ranged weapons may ignore if aimed).

Blind: -6 (-10 if blinded suddenly). Must roll Hearing-2 to find foe (may strike at random hex if failed). Cannot aim for locations.

Close combat (attack with non-C reach weapon): -2.

Close combat (striking into): -2.

Close combat (using shield): -PD rating of shield.

Clothes on fire: -2.

Darkness (partial): -1 to -9.

Darkness (total): -10.

Grappled limb: may not use to attack.

Grappled lower body: -4 to kicks.

Grappled upper body: -4 to hand weapons or punches.

Inanimate object (or helpless defender): +4.

Invisible defender in known hex: -4. Cannot aim for locations.

Invisible defender: -6. Must roll Hearing-2 to find foe (may strike at random hex if failed). Cannot aim for locations.

Off-hand attack: -4 unless Ambidextrous. May be trained (p. CI170).

One eye: -1 for hand weapons, -3 for ranged weapons (-5 for hand and -7 for ranged if suddenly blinded in one eye).

Position (defender's, ranged only): 0 to -4 (see *Position Table*).

Position: 0 to -4 (see *Position Table*).

Shield (large): -2 to all attacks (not just shield bashes).

Shock: -1 per hit taken on previous turn (High Pain Threshold ignores, Low Pain Threshold *doubles*).

ST below weapon minimum: -1 per point of difference.

Water (swimming): -2 for reach C, -4 for reach 1, -4 for each additional hex of reach. Encumbrance penalty applies (see p. B91).

Water (wading): -1 for reach C, -2 for reach 1, -2 for each additional hex of reach. Encumbrance penalty applies (see also p. B91).

Wild swing: -5 *or* Darkness penalty (see above): maximum skill of 9.

Active Defense

Subtract DX penalties for Bad Sight, off-hand weapon, etc., from Combat/Weapon skill *before* figuring Block or Parry score.

Acrobatics: +1 Dodge on successful roll, -2 Dodge on failed roll.

Combat Reflexes: +1.

Concentrated defense [head, torso, arms or legs]: +1 to +5 (defender's choice) on defended area, -1 to -5 on all other areas.

Concentrated defense [vitals]: +2 to +6 (defender's choice), -1 to -3 on all other areas.

Drop to ground: +3 Dodge vs. ranged attacks.

Flank (ranged weapon outside field of vision): -4 if Hearing-2 roll is made (no active defense if failed).

Flank (rear hex): no active defense.

Flank (side hex): -2 Parry (weapon side), -2 Block (shield side, no Block vs. missiles), -2 Dodge.

Height advantage/disadvantage: See pp. B123-124.

Invisible attacker: -4 if Hearing-2 roll is made (no active defense if failed).

Parry (unarmed vs. weapon): -3 except vs. thrusts (Judo or Karate ignore).

Parry (vs. flail): -4.

Parry (vs. shield bash): -2.

Parry (vs. thrown weapon): -1 (-2 for knives or smaller weapons).

Parry (with knife or smaller weapon): -1.

Position: 0 to -3 (see *Position Table*).

Retreat: +3 to any defense vs. hand weapons.

Shield (large): -1 to Parry.

Struck by heavy (50+ lbs.) object: -3 for next turn only.

Stunned: -4.

MANEUVER TABLE

Maneuver	Max. move	Facing change (end of move)	Attack	Defense	Special Notes
Aim	up to ½ Move (max. 2 on turn 2+)	may not change after first turn	+1 per turn aiming after first turn	normal, but lose Aim benefits	+3 maximum bonus; ranged weapons lose ACC bonus without one turn of aiming.
All-Out Attack	up to ½ Move	may not change	2 attacks, or 1 at +4, or feint and attack	passive only	—
All-Out Charge	up to Move	may not change	attack at -1, or at -5 but +2 damage, or at -5 plus Slam, or feint at -5 plus Slam	passive only	Roll DX for bad footing: -2 on success, ±0 on critical success, -4 on failure, trip (1d-2 to foot) on critical failure.
All-Out Defense	1 hex (Step)	any	none	2 *different* defenses per attack, or 1 at +2	No more than 2 parries per weapon and 2 blocks.
Change position	none	any	none	normal	See *Position Table*.

Move
  forward (1)
  side/back (2)
  facing (1/hexside)
	up to Move	change 1 hexside (any facing if ½ Move or less)	wild swing only; penalties (p. B117) for aiming or firing ranged weapons	normal	See *Position Table*. Obstructions add +1 per hex. Evade (see *Close Combat Attacks Table*) to move through foe's hex.

Step + Attack	1 hex (Step)	any	normal	normal	For "Step+…" maneuvers, Step is 1 hex for every 4 *full* points of Move (min. 1).
Step + Concentrate	1 hex (Step)	any	none	any (roll Will-3 or break concentration)	Normally used for spell-casting.
Step + Feint	1 hex (Step)	any	quick contest (weapon vs. shield, weapon or DX)	normal	Success penalizes foe's active defense *next* turn. Both weapons still ready.
Step + Ready	1 hex (Step)	any	none	normal	Cannot parry without ready weapon or block without ready shield.
Step + Wait	1 hex (Step)	any	normal (when foe comes within range)	normal	Forward (only) step may be delayed until moment of attack.

POSITION TABLE

Position	Attack	Defense or penalty	Movement
Standing	—	Normal	Normal; may sprint.
Crouching	-2	Ranged weapons -2 to hit	+½ cost per hex.
Kneeling	-2	Ranged weapons -2 to hit; -2 to active defense	+2 cost per hex.
Crawling (2 hexes)	close attacks only	Ranged weapons -4 to hit; -3 to active defense	+2 cost per hex.
Sitting	-2	Ranged weapons -2 to hit; -2 to active defense	Cannot move!
Prone (2 hexes)	-4 (crossbow +1)	Ranged weapons -4 to hit; -3 to active defense	Maximum 1 hex/turn.

CLOSE COMBAT ATTACKS TABLE

Attack	Notes
Attack	Weapons must have reach C: weapon attacks are at -2 skill. You can also punch (DX, Brawling or Karate), kick (Karate only, -1 to damage) or bite (DX-4 or Bite, thrust/crushing based on *half* ST!).
Break free	Roll Quick Contest of ST (foe at +5 if you are pinned with one hand or grappled with two hands, +10 if you are pinned with two hands, in which case you may only make one attempt per 10 turns). If you win, you are free and may move 1 hex in any direction immediately.
Choke	Foe must be grappled by neck with both hands. Roll Quick contest of ST vs. HT: if you win, you inflict your success margin in hits, plus suffocation damage (p. B122).
Evade	If foe wants to stop you, roll Quick Contest of DX (+2 for entering from side hex, +5 for entering from rear hex, +5 for prone foe, -5 for standing foe, -2 for kneeling foe). Success means you move through foe's hex unimpeded.
Flying tackle	As Slam, below, but attacker moves 1 extra hex, gets +2 to ST for Quick Contest, and automatically falls down. Dodge avoids the tackle (but defender is at -2 ST if Dodge fails!). If attacker wins Quick Contest of ST by 5+, defender is *grappled*.
Grab	Roll Quick Contest of DX to grab foe's weapon (or arm). On later turns, roll Contest of ST (one roll per turn). Success means you wrest away the weapon (or force foe to drop it); failure means you lose your grip on the weapon (or arm).
Grapple	Requires at least one free hand. Roll Quick Contest of DX+3 (DX+6 if defender is not standing) vs. DX. Success means you grapple foe, who has -4 to DX and cannot leave hex. You may attempt *choke*, *pin* or *takedown* next turn.
Pin	Foe must be on ground. Roll Contest of ST (+1 per 10 lbs. weight advantage). Success means foe is pinned and helpless: you have one hand free.
Slam	To hit, roll Quick Contest of DX (foe is at -2 DX if hit from side or if not standing). Failure means you must move 2 more hexes if possible. Success or tie means you hit: roll Quick Contest of ST (for each combatant, ST is +2 if running or moving 2+ hexes this turn; -2 for medium or large shield; +2 for hitting from rear). Roll of 17-18 means *stunned*. Success means foe is *knocked down*: roll your adjusted ST or fall (if you won by 6+, you do not fall and can continue moving). Failure means you are *knocked down*. If only one combatant falls, roll a second Quick Contest of ST: if the fallen character loses, he is *knocked back* 1 hex per 2 points loss, (maximum of 2 hexes for the attacker).
Takedown	Foe must be grappled. Roll Quick Contest of ST, DX or Judo (Judo-5 if on ground) vs. ST. Loser is *knocked down* and loses grip. A tie means nothing happens.

HIT LOCATION TABLE

Roll	Body Part [Armor]	Penalty	Cr	Cut	Imp	Notes/Results of Major Damage
3-4	Brain	-7*	×4	×4	×4	Miss by 1 hits torso. Critical hits use *Critical Head Blow Table*. Skull adds DR 2. On 0+ hits, roll HT to avoid *knockout*. Victim *stunned* by more than HT/3 hits in one blow, *knocked out* by more than HT/2 in one blow.
—	Eyes [5]	-9*	×1	×1.5	×2	Miss by 1 hits head. No DR from open-face helm. Critical hits use *Critical Head Blow Table*. Victim *blinded* (in injured eye: roll HT or blind in both eyes) and *stunned* on 3+ hits. Impaling or missile weapons under 1 inch diameter strike brain instead (as above) with no skull DR. Impaling hits over HT×3 ignored.
—	Eyes (through eyeslits)	-10*	×1	×1.5	×2	Miss by 1 hits face. Only impaling or missile weapons may attack. No DR from helm or skull. Treat otherwise as normal eye hit, above.
5	Head	-5*	×1	×1.5	×2	Miss by 1 hits torso. Critical hits use *Critical Head Blow Table*. On 0+ hits, roll HT or be *knocked out*. Ignore impaling hits over HT×3.
—	Face (unarmored) [5]	-7*	×1	×1.5	×2	Miss by 1 hits torso. No DR from open-face helm. Critical hits use *Critical Head Blow Table*. On 0+ hits, roll HT or be *knocked out*. Ignore impaling hits over HT×3.
—	Nose [5]	-6*	×1	×1.5	×2	Miss by 1 hits face. No DR from open-face helm. Critical hits use *Critical Head Blow Table*. On 0+ hits, roll HT-1 (HT+4 for High Pain Threshold; -1 per point of damage for Low Pain Threshold) to avoid *stun*. Impaling hits over HT×3 ignored.
—	Jaw [5]	-6*	×1	×1.5	×2	Miss by 1 hits face. No DR from open-face helm. Critical hits use *Critical Head Blow Table*. On 0+ hits, roll HT-2 (or HT at -1 per hit, whichever is worse) to avoid *stun*. Impaling hits over HT×3 ignored.
—	Neck [9]	-5*	×1.5	×2	×2	Miss by 1 hits torso. Victim *stunned* by more than HT/3 in one blow. Crushing damage over HT/3 requires HT roll to avoid *crushed throat* (roll HT each turn, losing 1 hit on failure, until First Aid is applied). Cutting damage over HT requires HT roll to avoid *decapitation*. Impaling hits over HT×3 ignored.
—	Veins/Arteries (neck) [9]	-7*	—	×3	—	Miss by 1 hits neck. Only cutting weapons may attack. Surrounding bone adds PD +1. Critical hit *tears open* vein or artery: victim bleeds 1 hit per turn until First Aid is applied. Hits over HT×3 ignored.
—	Veins/Arteries (limbs) [6, 8, 12-14]	-4*	—	×2	—	Only cutting weapons may attack. Miss by 1 hits limb. Surrounding bone adds PD +1. Critical hit *tears open* vein or artery: victim bleeds 1 hit per 2 turns until First Aid is applied. Hits over HT×3 ignored.
6	Far (shield) arm	-4	×1	×1.5	×2	Treat as near arm (-2) if no shield carried. Arm *crippled* (and victim *stunned*) by more than HT/2; excess hits ignored.
—	Far (shield) hand	-8	×1	×1.5	×2	Treat as near hand (-4) if no shield carried. Hand *crippled* (and victim *stunned*) by more than HT/3; excess hits ignored.
7	Near (weapon) hand	-4	×1	×1.5	×2	Equal chance for either hand if no shield carried. Hand *crippled* (and victim *stunned*) by more than HT/3; excess hits ignored.
8	Near (weapon) arm	-2	×1	×1.5	×2	Arm *crippled* (and victim *stunned*) by more than HT/2; excess hits ignored.
9-11	Torso	—	×1	×1.5	×2	Impaling hits over HT ignored. Aim at -2 to hit individual location (9, 10, 11).
12	Far leg	-2	×1	×1.5	×2	Leg *crippled* (and victim *stunned*) by more than HT/2; excess hits ignored.
13-14	Near leg	-2	×1	×1.5	×2	Leg *crippled* (and victim *stunned*) by more than HT/2; excess hits ignored.
15-16	Foot	-4	×1	×1.5	×2	Equal chance for either foot. Foot *crippled* (and victim *stunned*) by more than HT/3; excess hits ignored.
17-18	Vital organs [10]	-3*	×1	×1.5	×3	Miss by 1 hits torso. Crushing damage of 0+ requires HT roll to avoid *knockout*. Impaling attacks may hit heart instead (roll of 1 on 1d).
—	Heart [9]	-4*	×1	×1	×3	Only impaling missile/thrusting weapons may attack. Miss by 1 hits torso. Impaling damage of HT×3 or more requires HT roll to avoid *instant death*. Impaling hits over HT×3 ignored.
—	Kidneys (rear) [11]	-4*	×1.5	×1	×3	Only missile or thrusting weapons may attack (from rear). Miss by 1 hits torso. Crushing damage of 0+ requires HT roll to avoid knockout. Impaling hits over HT×3 ignored.
—	Groin (front) [11]	-3*	×1	×1.5	×1	Only missile or thrusting weapons may attack (from front). Miss by 1 hits torso, near leg or far leg (equal chance for each). Human male (or similar) victims roll HT (at -1 per hit) to avoid *stun*; if roll fails basic HT, victim is *knocked out*. High Pain Threshold adds +5 to these rolls; Low Pain Threshold doubles penalties.
—	Weapon (reach 2+)	-3	—	—	—	See sidebars, pp. B110-111, for details.
—	Weapon (reach 1)	-4	—	—	—	See sidebars, pp. B110-111, for details.
—	Weapon (reach C)	-5	—	—	—	See sidebars, pp. B110-111, for details.

[n] = Use armor values for the location given in brackets.
* = Miss by 1 hits a different location (see *Notes*).

0+ hits = A blow which does *exactly* 0 hits (*i.e.*, one more hit would have caused injury) or more.

INJURIES AND DAMAGE

Hits remaining	Effects
1, 2 or 3	Half normal Move and Dodge scores. Unaffected by limb wounds unless *critical*, *crippling* or 3+ hits.
0 or below	Roll HT each turn or fall *unconscious*.
-HT or below	Roll HT or die. Roll again for each further 5 hits at cumulative -1 penalty (*i.e.*, second roll at -1, third roll at -2, etc.).
-5×HT or below	Automatic death.
-10×HT or below	Total bodily destruction.

Condition	Effects
Bleeding	Roll HT for each cutting/impaling wound (-1 per five hits of wound) every minute. Failure means loss of 1 hit (3 hits on critical failure). Three consecutive successes (or one critical success) stops bleeding.
Crippled/Blinded/ Deafened	Automatically *stunned*. Roll HT (+5 for Rapid Healing). Success means *temporary* (until healed), failure by 1-3 means *lasting* (1d months), failure by 4+ means *permanent*. • *Hand:* Drop item. May still use shield. Treat as *One Hand* (p. B29). • *Arm:* Drop item. Shield provides PD (at -2) from front. Treat as *One Arm* (p. B29). • *Foot:* Fall. May fight braced, kneeling or sitting. Move drops to max. 3. Treat as *Crippled Leg* (p. B29). • *Leg:* Fall. May fight sitting or lying down. Treat as *Crippled Leg* (p. B29) or *One Leg* (p. B29) depending on severity. • *Eye:* May fight at -5 (-7 for ranged weapons) for one eye, -10 for both. Treat as *One Eye* (p. B29) or *Blindness* (p. B27). • *Ear:* May fight normally. Hearing rolls at -4 for partial deafness. Treat as *Hard of Hearing* (p. B28) or *Deafness* (p. B28).
Knockback	Each 8 points basic damage (bullet, crushing or cutting) knocks target back 1 yard. Roll DX (no shock penalties) or *fall down*.
Knockdown	Automatically *stunned* by over HT/2 in one blow (High Pain Threshold ignores). Roll HT or *fall down*.
Shock	All DX and IQ rolls at -1 per hit taken until end of *next turn only*. Also affects ST rolls for close combat. Does *not* affect Move, active defenses, resistance rolls or knockback DX rolls. High Pain Threshold ignores shock: Low Pain Threshold doubles penalties.
Stun	All active defenses at -4. Roll HT (or IQ, for mental stun) before each turn to snap out of stun.
Unconsciousness	Roll HT every hour (every 15 min. if only 0-2 hits lost) to awaken. If hits negative, awaken in (-hits) hours. If hits fully negative, roll HT to awaken in (-hits) hours: failure means coma for (-hits) hours followed by death.

Care level	Effects
First Aid (or Herbalist)	Successful roll stops bleeding (one roll per minute, *before* bleeding roll). Success after 30 minutes restores 1d-3 hits (min. 1): critical success restores 3 hits, critical failure *inflicts* 2 hits. Bandaging (no First Aid skill) takes 30 minutes and restores 1 hit.
Healing	Roll HT (+5 for Rapid Healing) for each day of rest and decent food. Success restores 1 hit.
Medical Care	A character with Herbalist skill at 12+ may care for up to 10 patients (who receive +1 on all healing HT rolls). The Herbalist may roll weekly for each patient: success means the patient recovers an extra +1 hit that week.

Random Hit Location Table

3d	Hit Location			3d	Hit Location	
3-4	Brain			**9-11**	Torso	
	1-5	Brain			1-2	Chest
	6	Eyes			3	Abdomen
5	Head				4-5	Pelvis
	1-2	Head			6	Groin/Kidneys**
	3	Face		**12**	Far leg	
	4	Nose			1-2	Thigh*
	5	Jaw			3	Knee
	6	Neck*			4-5	Shin
6	Far (shield) arm				6	Ankle
	1-2	Upper arm*		**13-14**	Near leg	
	3	Elbow			1-2	Thigh*
	4-5	Forearm			3	Knee
	6	Wrist			4-5	Shin
7	Hand				6	Ankle
	1-3	Near hand		**15-16**	Foot	
	4-6	Far hand			1-3	Near foot
8	Near (weapon) arm				4-6	Far foot
	1-2	Upper arm*		**17-18**	Vital organs	
	3	Elbow			1-5	Vital organs***
	4-5	Forearm			6	Heart***
	6	Wrist				

*=Cutting weapons (only) have a 1 in 6 chance of hitting veins or arteries in this location. See the *Hit Location Table* for details.

**=Missile or thrusting weapons only (treat as Pelvis otherwise).

***=Missile or thrusting weapons only (treat as Chest otherwise).

Injury Levels

These are general effects for damage done *in one blow*.

Damage	Effects
0+	*Knocked out* on hit to brain, head, face, nose, jaw, vital organs or kidneys (roll HT to avoid).
2+	*Blinded* (and *stunned*) on hit to eye.
HT/3+	*Stunned* on hit to brain, neck. *Crippled* on hit to hand, foot (ignore excess damage). *Crushed throat* on crushing hit to neck (roll HT to avoid).
HT/2+	*Stunned* (High Pain Threshold ignores). Roll HT or fall. *Crippled* on hit to arm, leg (ignore excess damage). *Knocked out* on hit to brain.
HT+	*Decapitated* on cutting hit to neck (roll HT to avoid).
HT×3+	*Instant death* on impaling hit to heart (roll HT to avoid).

Partial Injuries

These are effects for *total* damage to a hit location, whether done in one blow or not. *Non-crippling* injuries can be ignored for up to (2×HT) turns.

Penalties to DX from arm or leg injuries only apply to actions using the injured limb. High Pain Threshold *halves* penalties (as does a successful Meditation roll); Low Pain Threshold *doubles* them!

Damage	Effects
1+	*Arm:* -1 DX. *Leg:* -1 DX, Will roll for more than half Move.
HT/5+	*Arm:* -3 DX, Will roll. *Leg:* -3 DX, -1 Move, Will roll.
HT/3+	*Arm:* -5 DX, Will roll. *Leg:* -5 DX, -3 Move, Will roll.
HT/2+	*Arm or Leg:* Crippled. *Torso:* -1 DX, -1 Move.
HT+	*Torso:* -3 DX, -3 Move.

CRITICAL SUCCESS AND FAILURE TABLES

Critical Success/Failure Rolls

A roll of 3 or 4 is *always* a critical success unless your modified skill roll is 0 or below!

A roll of 5 is a critical success if your effective skill is 15+.

A roll of 6 is a critical success if your effective skill is 16+.

A roll of 18 is *always* a critical failure.

A roll of 17 is a critical failure if your effective skill is under 16: if your effective skill is 16+, it is an ordinary failure.

Any roll of 10 or more greater than your effective skill (*i.e.*, 16+ for a skill of 6, 15+ for a skill of 5) is a critical failure.

Effects of Critical Success

Attack: Defender gets *no* defense roll. Attacker rolls on *Critical Hit Table* (unless blow was to the head, in which case attacker rolls on the *Critical Head Blow Table* instead).

Active Defense (any): Avoids attack. Attacker using hand or natural weapons rolls on appropriate *Critical Miss Table* (Weapon, Unarmed Strikes/Parries, Unarmed Grapples/Throws or Animal).

Effects of Critical Failure

Attack: Roll on the appropriate *Critical Miss Table* (Weapon, Unarmed Strikes/Parries, Unarmed Grapples/Throws or Animal).

Dodge: Lose your footing and fall.

Block: Lose your grip on your shield: you must spend a turn readying it before you can block again (its PD still counts).

Parry: Roll on appropriate *Critical Miss Table* (Weapon, Unarmed Strikes/Parries, Unarmed Grapples/Throws or Animal).

Critical Hit Table

Use this table when a critical hit is rolled in combat (unless blow was to the head, in which case use the *Critical Head Blow Table* below). All multiples of normal damage refer to the basic die roll: if a blow does double damage, roll the indicated dice+adds twice rather than doubling the result of one roll.

Roll	Effect
3	If blow hits the torso, it does normal damage and foe is *knocked out* (roll HT every 30 minutes to recover). Otherwise, blow does *triple* normal damage.
4	Blow *bypasses all armor* and does normal damage.
5	Blow does *triple* normal damage.
6	Blow does *double* normal damage.
7	Blow does normal damage and foe is *stunned*.
8	If blow hits a limb (including hand or foot), it does normal damage and limb is *crippled* (wears off in six turns unless crippling damage was done). Otherwise, blow does normal damage.
9-11	Blow does normal damage.
12	If blow hits a limb (including hand or foot), it does normal damage and limb is *crippled* (wears off in six turns unless crippling damage was done). Otherwise, blow does normal damage.
13	Blow *bypasses all armor* and does normal damage.
14	If blow hits a limb (including hand or foot), it does normal damage and limb is *crippled* (roll normally for recovery). Otherwise, blow does *double* normal damage.
15	Blow does normal damage and foe drops weapon. See p. B113.
16	Blow does *double* normal damage.
17	Blow does *triple* normal damage.
18	If blow hits the torso, it does normal damage and foe is *knocked out* (roll HT every 30 minutes to recover). Otherwise, blow does *triple* normal damage.

Critical Head Blow Table

Use this table only when a critical hit is rolled on a head blow.

Roll	Effect
3	Foe is killed instantly!
4-5	Blow does normal damage, plus foe is *knocked out* (roll HT every 30 minutes to recover).
6	Blow does normal damage, plus foe is hit across both eyes and *blinded*. Roll normally for recovery (separately for each eye).
7	Blow does normal damage, plus foe is *blinded* in one eye. Roll normally for recovery.
8	Blow does normal damage and foe is knocked off balance: he may defend normally next turn, but may take no other action.
9-11	Blow does normal damage.
12	If blow was crushing, it does normal damage and foe is *deafened* for 24 hours. If blow was cutting or impaling, it does only 1 hit damage but foe's face is scarred.
13	If blow was crushing, it does normal damage and foe is *deafened* (roll normally for recovery). If it was cutting or impaling, it does only 2 hits damage, but foe's face is badly scarred.
14	Blow does normal damage and foe drops weapon.
15-18	Blow does normal damage and foe is *stunned*.

Weapon Critical Miss Table

Use this table when an attacker critically fails at a hand/ranged weapon attack, when a defender rolls a critical success against such an attack, or when a defender critically fails on an armed parry. For missile weapons (*i.e.*, bows, crossbows, slings, etc.), a result of "weapon breaks" indicates breakage of the weapon itself, not the missile.

Roll	Effect
3-4	Your weapon *breaks* and is useless. For maces, flails, mauls and magic or quality weapons, roll again: weapon only breaks if second "broken weapon" result is rolled (otherwise, drop weapon).
5	*Hit yourself* in arm or leg (equal chance). For impaling or ranged weapon, roll again and take second result.
6	*Hit yourself* in arm or leg (equal chance) for half damage. For impaling or ranged weapon, roll again and take second result.
7	Lose your balance. You can do nothing but use active defenses (at -2) until your next turn.
8	Your weapon turns in your hand. Spend one extra turn to ready it.
9-11	Drop your weapon (cheap weapons *break*). See p. B113.
12	Weapon turns in your hand. Spend one extra turn to ready it.
13	Lose your balance. You can do nothing but use active defenses (at -2) until your next turn.
14	Weapon flies 1d yards from your hand (equal chance forward or back). Anyone hit must roll DX or take half damage! For impaling or missile weapons, treat as dropped weapon (#9, above).
15	Strain your shoulder. Weapon arm is *crippled* (you do not drop weapon) for duration of fight or 30 minutes, whichever is shorter.
16	Fall down. For ranged weapons, treat as lost balance (#7, above).
17-18	Your weapon *breaks* and is useless. For maces, flails, mauls and magic or quality weapons, roll again: weapon only breaks if second "broken weapon" result is rolled (otherwise, drop weapon).

Unarmed Critical Miss Table (Strikes/Parries)

Use this table when an unarmed figher critically fails at a strike or parry, or when a defender rolls a critical success against such an attack, or when a defender critically fails on an unarmed parry.

Roll	Effect
3	You trip and knock yourself out. If kicking, slip and fall on your head; otherwise, fall face-first into your foe's weapon. Roll HT every 30 minutes to recover.
4	You connect with the wrong body part. Immediately take crippling damage to the body part you were striking with (HT/3 for a hand or foot, HT/2 for an arm or leg). DR has no effect on this damage. On a Head Butt, see #3, above.
5	You hit a solid object (wall or floor) instead of your opponent. Roll normal damage and apply it to the body part you were striking with. DR protects normally.
6	As #5, above, but for half damage only.
7	You stumble forward. Advance 1 hex past your opponent and end the turn facing away from him. Your foe is now behind you!
8	You fall down.
9-11	You lose your balance. You can do nothing else until your next turn. All your active defenses are at -2 until your next turn.
12	You trip. Roll DX to avoid falling down (at -4 if kicking, or at *twice* normal DX penalty for any maneuver that requires a DX roll to avoid mishap on a normal failure, such as Flying Jump Kick).
13	You let your guard down. All your active defenses are at -2 for the next turn, and any successful feint made against you during this turn counts *double!* This *will* be obvious to your foe.
14	As #7, above.
15	You pull a muscle. Take 1d-3 damage (ignoring DR) to your arm (if punching), leg (if kicking) or neck (if Head Butting). You are off-balance and at -1 to all attacks and defenses for the next turn. You are at -3 to any action involving the injured arm or leg (or -3 to *any* action, if you injure your neck) until this damage heals. High Pain Threshold reduces this penalty to -1.
16	You strain your shoulder. If parrying or punching, that arm is "crippled" for the rest of the encounter. You cannot use it to attack or defend for 30 minutes. All subsequent punches and parries with the other arm will be at -1. If kicking or Head Butting, you fall down hard instead, taking 1d-1 damage (DR counts normally).
17	As #4, above.
18	As #3, above.

Unarmed Critical Miss Table (Grapples/Throws)

Use this table when an unarmed figher critically fails at a grapple or throw, or when a defender rolls a critical success against such an attack.

Roll	Effect
3	You knock yourself out (smash foreheads with opponent, catch a knee in solar plexus, etc.). Roll HT every 30 minutes to recover.
4	You throw your back out (1d-3 damage) and are at -6 DX and -4 IQ from pain until someone resets your back (First Aid-2 roll). High Pain Threshold halves these penalties.
5	You fall down *hard*, taking 1d-1 damage (DR protects normally).
6	As #5, above, but for 1d-3 damage only.
7	You stumble forward. Advance 1 hex past your opponent and end the turn facing away from him. Your foe is now behind you! If you were attempting an Arm or Finger Lock or a Judo Throw, and if your foe knows the same maneuver, he can instead immediately inflict that effect on *you* if he rolls unmodified Judo or Wrestling.
8	You fall down.
9-11	You lose your balance. You can do nothing else until your next turn. All your active defenses are at -2 until your next turn.
12	You trip. Roll DX to avoid falling down.
13	You let your guard down. All your active defenses are at -2 for the next turn. You are also at -2 to DX in any Quick Contest made in close combat, and any successful feint against you counts *double!* This *will* be obvious to your foe.
14	As #7, above.
15	You pull a muscle. Take 1d-3 damage (ignoring DR) to your back (area 9-11). You are off-balance and at -1 to all attacks and defenses for the next turn. You are at -3 to any action (-1 with High Pain Threshold) until this damage heals.
16	As #5, above.
17	As #4, above.
18	As #3, above.

Animal Critical Miss Table

Use this table when an animal critically fails on an attack roll, or when a defender rolls a critical success against an animal attack, or when an animal critically fails on a defense roll.

Roll	Effect
3	If defender has an impaling weapon, animal is spitted on weapon (taking maximum damage) and weapon is *stuck* (roll Quick Contest of ST to free). Otherwise, animal falls badly and is stunned for at least 1 turn (after that, roll HT to recover).
4	Animal falls badly and is stunned for at least 1 turn (after that, roll HT to recover).
5	Animal falls and hurts itself: it takes 1d-3 crushing damage, defends at -3 until its next turn and cannot attack until it gets up.
6	Animal breaks a claw, hoof or tooth (if appropriate): rolled damage is reduced by 1 for further attacks. Otherwise, animal takes 1d-3 crushing damage to its striking limb.
7-8	Animal loses its balance and falls down. It defends at -3 until its next turn and cannot attack until it gets up.
9-11	Animal is off-balance and defends at -2 until its next turn.
12-13	As #7, above.
14	Animal pulls a muscle and is at -3 to attack and defense rolls (three days to recover).
15	As #6, above, but basic damage is reduced by 2.
16	As #5, above, but takes 1d-2 crushing damage.
17	As #4, above, but also takes 1d-3 crushing damage.
18	If animal has IQ 3 or more, it loses its nerve, turns and flees on its next turn if escape is possible. If cornered, it will assume a surrender position (throat bared, belly exposed, etc.). For animals of IQ 2 or less, treat as #17, above.

For animals that cannot fall down (snakes, etc.): Treat all results of "falling down" as taking 1d-3 damage instead.

For fliers: Treat results 7-8 and 12-13 not as "falling down," but as being forced into an adverse position with the same effects.

For swimmers: Treat all results of "falling down" as being forced into an adverse position with the same effects. Any results of falling damage should be read as *stun* results instead.

HAND WEAPON TABLE

Weapon	Type	Damage	Reach	Cost	Weight	ST	Special Notes
Axe/Mace (DX-5)							
Hatchet	cut	sw	1	$40	2 lbs.	7	Throwable. 1 turn to ready.†
Axe	cut	sw+2	1	$50	4 lbs.	12	1 turn to ready.†
Throwing axe	cut	sw+2	1	$60	4 lbs.	12	Throwable. 1 turn to ready.†
Small mace	cr	sw+2	1	$35	3 lbs.	11	1 turn to ready.†
Mace	cr	sw+3	1	$50	5 lbs.	12	1 turn to ready.†
Hammer	cr	sw+2	1	$35	4 lbs.	12	1 turn to ready.†
Pick	imp	sw+1	1	$70	3 lbs.	11	1 turn to ready. May get *stuck*.†
Blackjack (DX-4)							
Blackjack or sap	cr	thr	C, 1	$20	1 lb.	7	May not parry.

Brawling (No default) *Untrained brawlers roll DX to hit. Add 1/10 (round down) of Brawling skill level to damage. On hit vs. DR3+ (ignoring Toughness), roll HT or take 1d-2 to hand/foot. One parry per hand per turn (vs. natural/close weapons). Parry swung weapons at -3: on failure, attacker can choose to hit parrying limb or intended location.*

Weapon	Type	Damage	Reach	Cost	Weight	ST	Special Notes
Punch	cr	thr-2	C, 1	—	—	—	Parry is 2/3 Brawling skill or 1/2 DX.
(w/small weight)	cr	thr-1					Rock or coins held in fist.
(w/large weight)	cr	thr					Beer mug held in fist, or metal gauntlets.
Brass knuckles	cr	thr	C, 1	$30	1 lb.	—	-2 to hand DX.
Claws	cut	sw-2	C, 1	$100	1 lb.	—	
	imp	thr	C, 1				
Kick	cr	thr	1	—	—	—	-2 to skill. On miss, roll DX or fall.
(w/boots)	cr	thr+1					Hard cover on feet.
Broadsword (DX-5 or Shortsword-2)							
Broadsword	cut	sw+1	1	$500	3 lbs.	10	Blunt tip.
	cr	thr+1	1				
Broadsword	cut	sw+1	1	$600	3 lbs.	10	Sharp point.
(tipped)	imp	thr+2	1				
Bastard sword	cut	sw+1	1, 2	$650	5 lbs.	11	Blunt tip. 1 turn to ready.†
	cr	thr+1	2				
Bastard sword	cut	sw+1	1, 2	$750	5 lbs.	11	Sharp point. 1 turn to ready.†
(tipped)	imp	thr+2	2				
Scimitar	cut	sw+1	1	$500	3 lbs.	9	
	imp	thr+1	1				
Light club	cr	sw+1	1	$10	3 lbs.	11	

Buckler (DX-4 or Shield-2) *See Shield skill for details on metal bucklers.*

Weapon	Type	Damage	Reach	Cost	Weight	ST	Special Notes
Buckler	cr	thr	C	$25	2 lbs.	—	Small wooden shield. PD 1, DR 3, hits 5/20.

Flail (DX-6) *Parries vs. flails are at -4; blocks are at -2.*

Weapon	Type	Damage	Reach	Cost	Weight	ST	Special Notes
Grain flail	cr	sw+2	2, 3	$20	8 lbs.	12	Requires two hands. 1 turn to ready.†
Morningstar	cr	sw+3	1	$80	6 lbs.	12	1 turn to ready.†
Flail	cr	sw+4	1, 2*	$100	8 lbs.	13	Requires two hands. 1 turn to ready.†

Garrote (DX-5) *Requires two hands. Must be wrapped around neck from behind. Parries vs. garrotes are at -3.*

Weapon	Type	Damage	Reach	Cost	Weight	ST	Special Notes
Garrote (cord)	cr	thr	C	$1	2 oz.	—	See p. CI134 for details.

Knife (DX-4) *Parries with knives are at -1.*

Weapon	Type	Damage	Reach	Cost	Weight	ST	Special Notes
Large knife, Dirk or	cut	sw-2	C, 1	$40	1 lb.	—	Maximum damage 1d+2.
Kukri	imp	thr	C				Maximum damage 1d+2. Throwable.
Small knife	cut	sw-3	C, 1	$30	½ lb.	—	Maximum damage 1d+1.
	imp	thr-1	C				Maximum damage 1d+1. Throwable.
Dagger	imp	thr-1	C	$20	¼ lb.	—	Maximum damage 1d. Throwable.

Lance (Spear-3 if Riding is 12+; DX-6 for others)

Weapon	Type	Damage	Reach	Cost	Weight	ST	Special Notes
Lance	imp	thr+3	4	$60	6 lbs.	12	May not parry. See p. B125 for details.

* = Must ready (one turn) to change grip.   † = Becomes unready if used to parry.

Weapon	Type	Damage	Reach	Cost	Weight	ST	Special Notes
Polearm (DX-5) *Requires two hands.*							
Glaive	cut	sw+3	2, 3*	$100	8 lbs.	11	2 turns to ready after swing.
	imp	thr+3	1–3*				1 turn to ready after thrust.
Poleaxe	cut	sw+4	2, 3*	$120	10 lbs.	12	2 turns to ready.
Halberd	cut	sw+5	2, 3*	$150	12 lbs.	13	2 turns to ready after swing.
	imp	sw+4	2, 3*				2 turns to ready after swing. May get *stuck*.
	imp	thr+3	1–3*				1 turn to ready after thrust.
Shield (DX-4 or Buckler-2) *All shields are wooden or hide unless specified otherwise.*							
Small shield	cr	thr	1	$40	8 lbs.	—	Pent shield, war-board. PD 2, DR 3, hits 5/30.
Medium shield	cr	thr	1	$60	15 lbs.	—	Heater or target. PD 3, DR 3, hits 7/40.
Large shield	cr	thr	1	$90	25 lbs.	—	Scutum (hoplite) or kite. PD 4, DR 3, hits 9/60.
(thin metal)				(×3)	(×2)		DR 5, +25% hits.
(thick metal)				(×4)	(×3)		DR 6, double normal hits.
Nomad (hide only)	cr	thr	1	$75	20 lbs.	—	Stuffed with hair. PD 3, DR 6, hits 10/40.
Shortsword (DX-5 or Broadsword-2)							
Shortsword	cut	sw	1	$400	2 lbs.	7	Lunar *gladius* is +1 to skill stabbing, -1 cutting.
	imp	thr	1				
Baton	cr	sw	1	$20	1 lb.	7	
	cr	thr	1				
Spear (DX-5 or Staff-2)							
Javelin or Pilum	imp	thr+1	1	$30	2 lbs.	—	Primarily for throwing.
Spear	imp	thr+2	1*	$40	4 lbs.	9	Used 1-handed. Throwable.
	imp	thr+3	1, 2*				Same spear used 2-handed.
Long spear	imp	thr+2	2, 3*	$60	5 lbs.	10	Used 1-handed. No parry. Throwable at -2.
	imp	thr+3	2, 3*				Same spear used 2-handed.
Pike	imp	thr+3	4–6*	$180	3 lbs./yd	12	Requires two hands. No parry. DX rolls at -3.
	cr	sw	2–4*				Swung against target 1+ hexes closer than tip.
Staff (DX-5 or Spear-2) *Requires two hands. Staff parry is 2/3 skill.*							
Quarterstaff	cr	sw+2	1, 2	$10	4 lbs.	6	
	cr	thr+2	1, 2				
Two-Handed Axe/Mace (DX-5) *Requires two hands.*							
Great axe	cut	sw+3	1, 2*	$100	8 lbs.	13	1 turn to ready.†
Warhammer	imp	sw+3	1, 2*	$100	7 lbs.	13	1 turn to ready. May get *stuck*.†
Maul	cr	sw+4	1, 2*	$80	12 lbs.	14	1 turn to ready.†
Scythe	cut	sw+2	1	$15	5 lbs.	12	1 turn to ready.†
	imp	sw	1			6	-2 to hit when impaling.
Two-Handed Sword (DX-5) *Requires two hands.*							
Bastard sword	cut	sw+2	1, 2	$650	5 lbs.	10	Blunt tip.
	cr	thr+2	2				
Bastard sword	cut	sw+2	1, 2	$750	5 lbs.	10	Sharp point.
(tipped)	imp	thr+3	2				
Greatsword	cut	sw+3	1, 2	$800	7 lbs.	12	Blunt tip.
	cr	thr+2	2				
Greatsword	cut	sw+3	1, 2	$900	7 lbs.	12	Sharp point.
(tipped)	imp	thr+3	2				
Quarterstaff	cr	sw+2	1, 2	$10	4 lbs.	9	Used with sword technique.
	cr	thr+1	2				
Whip (No default)							
Whip	cr	sw-2	1–7	$20/yd	4 lbs.	10	Maximum damage 1d-1. See p. B52 for details.

* = Must ready (one turn) to change grip.   † = Becomes unready if used to parry.

RANGED WEAPON TABLE

Weapon	Type	Damage	SS	Acc	½D	Max	Cost*	Weight†	ST	Special Notes
Axe Throwing (DX-4)										
Hatchet	cut	sw	11	1	ST×1½	ST×2½	$40	2 lbs.	7	
Throwing axe	cut	sw+2	10	2	ST	ST×1½	$60	4 lbs.	11	
Blowpipe (DX-6)										
Blowpipe	—	—	10	1	—	ST×4	$30	1 lb.	—	See p. B49 for details.
Bolas (No default)										
Bolas	—	thr-1	12	0	—	ST×3	$20	2 lbs.	—	See p. B49 for details.
Bow (DX-6) *Requires two hands. 2 turns to ready. Use lesser of archer's ST or bow's ST for range and damage.*										
Self bow	imp	thr	12	1	ST×10	ST×15	$50/$2	2 lbs.	7	Maximum damage 2d.
Bow	imp	thr+1	13	2	ST×15	ST×20	$100/$2	2 lbs.	10	Maximum damage 2d.
Long bow	imp	thr+2	15	3	ST×15	ST×20	$200/$2	3 lbs.	11	Maximum damage 2d.
Composite bow	imp	thr+3	14	3	ST×20	ST×25	$900/$2	4 lbs.	10	Maximum damage 2d.
Crossbow (DX-4) *Requires two hands . 4 turns to ready (8 if bow's ST is greater than yours). Use bow's ST for range and damage.*										
Crossbow	imp	thr+4	12	4	ST×20	ST×25	$250/$2	6 lbs.	7	Maximum damage 3d.
(pistol, ST 5)	imp	1d-1			100	125				
(light, ST 10)	imp	1d+2			200	250				
(medium, ST 12)	imp	2d-1			240	300				
(heavy, ST 14)	imp	2d			280	350				
Knife Throwing (DX-4)										
Large knife	imp	thr	12	0	ST-2	ST+5	$40	1 lb.	—	Maximum damage 1d+2.
Small knife	imp	thr-1	11	0	ST-5	ST	$30	½ lb.	—	Maximum damage 1d+1.
Dagger	imp	thr-2	12	0	ST-5	ST	$20	¼ lb.	—	Maximum damage 1d.
Lasso (No default)										
Lasso	—	—	16	0	—	—	$40	3 lbs.	—	See p. B51 for details.
Net (No default) *Add 1/5 of Net skill (rounded down) to Max Range.*										
Large net	—	—	13	1	—	ST/2	$40	20 lbs.	—	See p. B51 for details.
Fighting net	—	—	12	1	—	ST	$75	20 lbs.	—	See p. B51 for details.
Sling (DX-6) *Requires two hands to load, one to fire. 2 turns to ready.*										
Sling	cr	sw	12	0	ST×6	ST×10	$10	½ lb.	—	Fires stones.
Staff sling	cr	sw+1	14	1	ST×10	ST×15	$20	2 lbs.	—	Fires stones.
Spear Thrower (DX-4 or Spear Throwing-4)										
Atlatl							$20	2 lbs.		
(w/Dart)	imp	sw-1	11	1	ST×3	ST×4	$30	1 lb.	—	
(w/Javelin)	imp	sw+1	11	3	ST×2	ST×3	$30	2 lbs.	7	
(w/Spear)	imp	sw+3	12	2	ST×1½	ST×2	$40	4 lbs.	9	
Spear Throwing (DX-4 or Spear Thrower-4)										
Dart	imp	thr-1	9	3	ST×2	ST×3	$30	1 lb.	7	Not usable in melee.
Javelin or Pilum	imp	thr+1	10	3	ST×1½	ST×2½	$30	2 lbs.	7	
Spear	imp	thr+3	11	2	ST	ST×1½	$40	4 lbs.	9	
Long spear	imp	thr+2	15	1	ST/2	ST	$60	5 lbs.	12	-2 to skill.
Throwing (or DX-3)										
Rock	cr	thr-1	12	0	ST×2	ST×3½	—	1 lb.	—	See p. B90 for details.
Throwing Stick (DX-4)										
Boomerang	cr	sw+1	11	2	ST×6	ST×10	$10	1 lb.	7	Does not return.

* = Cost of weapon/cost per missile.   † = Arrows 2 oz.; crossbow bolts or sling stones 1 oz.

RANGED ATTACK TABLES

Size and Speed/Range Table

Add target speed (in yards/second) to target range (in yards) to get a single modifier. Speed in yards/second is approximately half that in mph. Always round up to the next line on the table (*i.e.*, 12 yd rounds to 15 yd).

Speed/Range	Size	Value	Speed/Range	Size	Value
+15	-15	1/10 in	-3	+3	7 yd
+14	-14	1/5 in	-4	+4	10 yd
+13	-13	1/3 in	-5	+5	15 yd
+12	-12	1/2 in	-6	+6	20 yd
+11	-11	2/3 in	-7	+7	30 yd
+10	-10	1 in	-8	+8	45 yd
+9	-9	1½ in	-9	+9	70 yd
+8	-8	2 in	-10	+10	100 yd
+7	-7	3 in	-11	+11	150 yd
+6	-6	6 in	-12	+12	200 yd
+5	-5	1 ft	-13	+13	300 yd
+4	-4	1½ ft	-14	+14	450 yd
+3	-3	2 ft	-15	+15	700 yd
+2	-2	1 yd	-16	+16	1,000 yd
+1	-1	1½ yd	-17	+17	1,500 yd
0	0	2 yd	-18	+18	2,000 yd
-1	+1	3 yd	-19	+19	3,000 yd
-2	+2	4½ yd	-20	+20	4,500 yd

Arrow Types

Unless otherwise specified, arrows of all types cost $2 and weigh 2 oz. Damage and range figures for bows (p. 78) assume broadheads.

Type	Special Notes
Blunt	Hunting head. Does *crushing* damage (maximum 2d).
Bodkin	Armor-piercing head. Does -2 basic damage (maximum 2d), but armor DR is *halved* (round up).
Bowel-raker	Barbed war head. Does normal damage, plus another 1d-3 *cutting* when removed. Penalty of -1 to bow's Accuracy; all ranges are reduced by ST×5.
Broadhead	Hunting/war head. Maximum damage 2d.
Frog-crotch	Used for rope-cutting. Does *cutting* damage (maximum 1d-3). Penalty of -1 to bow's Accuracy; all ranges are reduced by ST×5.
Humming-bulb	Used for signalling. Does *crushing* damage (maximum 1d-3). Penalty of -1 to bow's Accuracy; all ranges are reduced by ST×5.
Incendiary	Normal arrow wrapped in cloth or grass. Skill is -2. Does +1 *fire* damage. May ignite flammables.
Leaf-head	Does *cutting* damage.
Stone (or bone)	Primitive head. Shatters (maximum damage 1 hit) against DR3+. Cost $1.20.
Wooden	Shaft only, no tip. Does *crushing* damage. Shatters (maximum damage 1 hit) against DR2+. Cost $0.80.

Arrow/Bolt Quality Table

Range modifiers affect both ½D and Max ranges: damage modifiers affect basic (rolled) damage. See p. 30 for details.

Quality	Skill	Damage	Range	Breakage	Cost
Cheap	-1	-2	-ST×3	1-4 on 1d	$1
Good	–	–	–	1-3 on 1d	$2
Fine	+1	+1	+ST×3	1-2 on 1d	$10
Very fine	+1	+2	+ST×5	1 on 1d	$25

Ranged Attack Computation

When using a ranged weapon, figure adjusted skill as follows:
Start with base weapon skill.
Add *Acc* bonus (limited to base skill) for 1+ turns of aim.
Apply target size and speed/range modifiers (on *Size and Speed/Range Table*).
Apply other modifiers (aim, bracing, darkness, etc.).
Add -4 penalty if adjusted skill is less than weapon SS number.

Ranged Attack Modifiers

Use all modifiers for hand attacks (p. 70), plus:

Aiming time:
  Snap shot: -4 if adjusted skill is less than weapon SS number.
  One turn of aim: 0+weapon Acc modifier (limited by base skill).
  Two turns of aim: 1+weapon Acc modifier (as above).
  Three turns of aim: 2+weapon Acc modifier (as above).
  Four or more turns of aim: 3+weapon Acc modifier (as above).

Arrow quality: -1 for Cheap quality, +1 for Fine or Very Fine quality.

Braced (crossbow or musket only): +1 extra *if* weapon is aimed.

Elevation: +1 yard range for each yard target is higher. -1 yard range for each 2 yards target is lower (to minimum of half horizontal range).

Moving (mounted): Skill limited by Riding. Aim limited to one turn (Acc bonus limited by Riding). Turned in saddle: -4 skill, -1 Riding. Hanging alongside mount: -6 skill, -3 Riding.

Moving (on foot): Move limited to lower of 2 or half Move. Maximum +1 aim bonus (bows *cannot* be aimed). Penalty of -1 for walking, -2 for running (-3/-6 for crossbows, -6/-12 for bows).

Moving (vehicle driver): -4, skill limited to Charioteer skill.

Moving (vehicle passenger): -2, skill limited to worse of Chariot Warrior skill or driver's Charioteer skill.

Nearsighted: *double* range penalties.

Opportunity fire (includes snap-shot penalty):
  One hex watched: -2, may aim normally.
  Two hexes watched: -4, may not aim.
  Three or four hexes watched: -5, may not aim.
  Five or six hexes watched: -6, may not aim.
  Seven to ten hexes watched: -7, may not aim.
  Eleven or more hexes watched: -8, may not aim.
  All hexes along a line watched: -5, may not aim.
  Evaluate target before firing: need Vision roll, additional -2 skill.

Pop-up: -6 (includes snap-shot penalty). Cannot pop-up with bow.

Shooting blind: -10 or skill 9, whichever is worse.

Target position:
  Prone behind minimum cover, head down: -7.
  Only head exposed: -5.
  Head and shoulders exposed: -4.
  Prone or crawling exposed: -4.
  Half exposed: -3.
  Crouching, sitting or kneeling exposed: -2.
  Behind light cover: -2.
  Behind someone else: -4 for each intervening figure.

Unfamiliarity:
  Unfamiliar weapon of known type: -2.
  Unfamiliar type: -4.
  Unfamiliar aiming system: -2.

Weapon as target:
  Reach C: -5.
  Reach 1: -4.
  Reach 2+: -3.

Weapon in bad repair: -4 or more.

Wind: 0 to -12 or more (see *Wind*, p. 50).

Wrong target: maximum adjusted skill of 9.

ARMOR TABLE

Name	PD	DR	Cost	Weight	Locations	Special Notes
Clothing *Not normally purchased as armor.*						
Clothing	—	—	$10	1 lb.	6, 8-14, 17-18	Cost varies by quality:
(peasant)			(×1/5)			Random, dirty scraps of rag.
(lower-class)			(×1)			Tunic and trews or blouse and dress: indifferently clean.
(middle-class)			(×4)			As above, but clean, decorated.
(upper-class)			(×20)			As above, but elaborately decorated.
(noble)			(×100+)			As above, but of rare materials, often jeweled.
Winter clothing	—	1*	(×2)	3 lbs.	6, 8-14, 17-18	As clothing, above, but thicker.
Tunic	—	—	$6	½ lb.	6, 8-11, 17-18	Thin cloth. Covers torso and arms.
Shirt or blouse	—	—	$5	½ lb.	6, 8-10, 17-18	Thin cloth. Covers upper torso and arms.
Trews or skirt	—	—	$4	½ lb.	11, 12-14	Thin cloth. Covers lower torso and legs.
Robe or dress	—	—	$10	1 lb.	6, 8-14, 17-18	Thin cloth. Covers arms, torso and legs.
Cloak	—	—	$8	1 lb.	6, 8-14, 17-18 [r]	Thin cloth. Covers arms, torso and legs (rear only).
Hooded cloak	—	—	$10	1 lb.	3-6, 8-14, 17-18 [r]	Thin cloth. Covers head, arms, torso and legs (rear only).
Overcoat	—	1*	$50+	10 lbs.	6, 8-14, 17-18	Layers over clothing or armor. *Miserably hot!*
Head *Open-faced helms protect the head (location 5) but not the face.*						
Fur hood	—*	1*	$3	—	3-4, 5	Heavy furs. Open-faced.
Cloth cap	1*	1*	$5	—	3-4	Padded cloth.
Cloth hood	1*	1*	$7	—	3-4, 5	Padded cloth. Open-faced.
Soft leather cap	1*	1*	$10	—	3-4	Thin leather.
Soft leather hood	1*	1*	$15	—	3-4, 5	Thin leather. Open-faced.
Leather helm	2	2	$20	—	3-4, 5	Boiled leather with padding. Open-faced.
Chain coif (bare)	3*/–*	3*/1*	$50	4 lbs.	3-4, 5, neck	Worn without padding. Open-faced.
Chain coif	3*/1*	4*/2*	$55	4 lbs.	3-4, 5, neck	Worn over padding. Open-faced.
Helm	3	4	$100	5 lbs.	3-4	Pot-helm or skull-cap.
Nasal helm	3	4	$125	5½ lbs.	3-4, nose	Pot-helm with nasal bar.
Eye-ring helm	3	4	$140	5½ lbs.	3-4, eyes, nose	Pot-helm with nasal bar and eye-rings.
Legionary helm	3	4	$150	6 lbs.	3-4, 5	Pot-helm with metal-backed leather cheek-pieces. Open-faced.
(cheek-pieces)	2	3				
Full helm	3	4	$160	7½ lbs.	3-4, 5	Pot-helm with fixed metal cheek-pieces. Open-faced.
Face mask	3	3	$100	2 lbs.	5 [f]	Thin metal face-guard. Weapon skill rolls at -1, sense rolls at -2.
Great helm	4	6	$230	8 lbs.	3-4, 5, neck	Custom-fit Western helm with attached face plate. Weapon skill rolls at -1, sense rolls at -3.
Heavy great helm	4	7	$340	10 lbs.	3-4, 5, neck	Custom-fit heavy Western helm with attached face plate. Weapon skill rolls at -1, sense rolls at -3.
(plume or tassel)	—	—	$10	1 lb.	—	Feather plume or hair tassel. For helms only.
(device)	—	—	$20	—	—	Decorative emblem or device. For helms only.
Torso						
Fur cloak	1*	1*	$2	3 lbs.	9-11, 17-18 [r]	Heavy furs.
Fur vest	—	1*	$5	2 lbs.	9-10, 17-18	Heavy furs.
Fur loincloth	—	1*	$2	—	11	Heavy furs.
Cloth vest	1*	1*	$30	6 lbs.	9-11, 17-18	Padded cloth with leather straps.
Soft leather vest	1*	1*	$50	4 lbs.	9-11, 17-18	Thin leather.
Leather cuirass	2	2	$55	5½ lbs.	9-11, 17-18 [f]	Boiled leather with padding.
Leather corselet	2	2	$100	10 lbs.	9-11, 17-18	Boiled leather "back-and-breast" with padding.
Leather segmented	2/2	3/2	$130	11½ lbs.	9-11, 17-18	Boiled leather articulated strips with padding.
Chain hauberk (bare)	3*/–*	3*/1*	$200	19 lbs.	9-11, 17-18	Worn without padding. Usually has sleeves attached.
Chain hauberk	3*/1*	4*/2*	$230	25 lbs.	9-11, 17-18	Worn with padding. Usually has sleeves attached.
Scale/ring corselet	3	4	$420	35 lbs.	9-11, 17-18	Padded heavy leather with metal scales or rings attached.
Segmented	4/2	5/3	$550	35 lbs.	9-11, 17-18	Articulated metal strips with padding.
Cuirass	4	5	$500	18 lbs.	9-11, 17-18 [f]	Metal with padding.
Backed cuirass	4	5	$650	23 lbs.	9-11 [f]	Metal with padding and leather backing.
(rear)	2	2			9-11 [r]	
Corselet	4	6	$1,300	35 lbs.	9-11, 17-18	Custom-fit Western metal "back-and-breast" with padding.
Heavy corselet	4	7	$2,300	45 lbs.	9-11, 17-18	Custom-fit heavy Western metal "back-and-breast" with padding.
(backpack)	2	2	varies	varies	9-10, 17-18 [r]	Heavy leather.

Name	PD	DR	Cost	Weight	Locations	Special Notes
Arms *Prices and weights are for pairs: halve for individual arm. Sleeves are normally attached to torso armor.*						
Armbands	1	1	$60	—	6, 8 [on 1-2]	Soft metal. Attacker may avoid by taking extra -2 hit penalty.
Wristlets	1	1	$30	—	6, 8 [on 6]	Soft metal. Attacker may avoid by taking extra -2 hit penalty.
Cloth half sleeves	1*	1*	$10	1 lb.	6, 8 [on 1-2]	Padded cloth. Cover upper arm only.
Cloth sleeves	1*	1*	$20	2 lbs.	6, 8	Padded cloth.
Soft leather half sleeves	1*	1*	$20	½ lb.	6, 8 [on 1-2]	Thin leather. Cover upper arm only.
Soft leather sleeves	1*	1*	$40	1 lb.	6, 8	Thin leather.
Leather braces	2	2	$25	1 lb.	6, 8 [on 3-6]	Boiled leather with padding. Cover elbow to wrist only.
Chain half sleeves (bare)	3*/–*	3*/1*	$25	3½ lbs.	6, 8 [on 1-2]	Worn without padding. Cover upper arm only.
Chain sleeves (bare)	3*/–*	3*/1*	$50	7 lbs.	6, 8	Worn without padding.
Chain half sleeves	3*/1*	4*/2*	$35	4½ lbs.	6, 8 [on 1-2]	Worn with padding. Cover upper arm only.
Chain sleeves	3*/1*	4*/2*	$70	9 lbs.	6, 8	Worn with padding.
Scale/ring half sleeves	3	4	$105	7 lbs.	6, 8 [on 1-2]	Padded heavy leather with metal scales or rings attached. Cover upper arm only.
Scale/ring sleeves	3	4	$210	14 lbs.	6, 8	Padded heavy leather with metal scales or rings attached.
Braces	4	5	$270	8 lbs.	6, 8 [on 3-6]	Metal with padding. Cover elbow to wrist only.
Vambraces	4	6	$1,000	15 lbs.	6, 8	Custom-fit Western metal with padding and joint plates.
Heavy vambraces	4	7	$1,500	20 lbs.	6, 8	Custom-fit heavy Western metal with padding and joint plates.
Legs *Prices and weights are for pairs: halve for individual leg. Skirts are normally attached to torso armor.*						
Fur leggings	1*	1*	$3	2 lbs.	12-14	Heavy furs.
Cloth leggings	1*	1*	$20	2 lbs.	12-14	Padded cloth windings.
Cloth trews	1*	1*	$25	3 lbs.	11-14	Padded cloth trousers.
Soft leather leggings	1*	1*	$50	1 lb.	12-14	Thin leather windings.
Soft leather trews	1*	1*	$55	2 lbs.	11-14	Thin leather trousers.
Leather half greaves	2	2	$50	3 lbs.	12-14 [f] [on 3-6]	Boiled leather with padding. Cover front knee to ankle only.
Leather wrap greaves	2	2	$60	4 lbs.	12-14 [on 3-6]	Boiled leather with padding. Cover knee to ankle only.
Studded skirts	2*/1*	3*/1*	$60	4 lbs.	12-14 [on 1-2]	Leather strips with metal backing/studs. Cover upper leg only.
Chain skirts (bare)	3*/–*	3*/1*	$40	6 lbs.	12-14 [on 1-2]	Worn without padding. Cover upper leg only.
Chain trews (bare)	3*/–*	3*/1*	$90	15 lbs.	11-14	Worn without padding.
Chain skirts	3*/1*	4*/2*	$50	7 lbs.	12-14 [on 1-2]	Worn with padding. Cover upper leg only.
Chain trews	3*/1*	4*/2*	$130	17 lbs.	11-14	Worn with padding.
Scale/ring skirts	3	4	$120	10 lbs.	12-14 [on 1-2]	Padded heavy leather with metal scales or rings attached. Cover upper leg only.
Scale/ring leggings	3	4	$250	21 lbs.	12-14	Padded heavy leather with metal scales or rings attached.
Scale/ring trews	3	4	$270	24 lbs.	11-14	Padded heavy leather with metal scales or rings attached.
Half greaves	4	5	$300	10 lbs.	12-14 [f] [on 3-6]	Metal with padding. Cover knee to ankle only (from front).
Wrap greaves	4	5	$350	13 lbs.	12-14 [on 3-6]	Metal with padding. Cover knee to ankle only.
Greaves	4	6	$1,100	20 lbs.	12-14	Custom-fit Western metal with padding and joint plates.
Heavy greaves	4	7	$1,600	25 lbs.	12-14	Custom-fit heavy Western metal with padding and joint plates.
Hands *Prices and weights are for pairs: halve for individual hand.*						
Fur mittens	—*	1*	$4	—	7	Heavy furs. -4 to hand DX.
Cloth gloves	1*	1*	$15	—	7	Padded cloth. -4 to hand DX.
Soft leather gloves	1*	1*	$25	—	7	Thin leather. -2 to hand DX.
Leather gloves	2	2	$30	—	7	Boiled leather with open palm. -8 to hand DX.
Gauntlets	3	4	$100	2 lbs.	7	Custom-fit Western metal-plated leather gloves. -8 to hand DX.
Feet *Prices and weights are for pairs: halve for individual foot.*						
Fur boots	—	1*	$5	2 lbs.	15-16	Heavy furs. Wear out very quickly.
Sandals or slippers	—	—	$10	1 lb.	15-16	Heavy cloth with sole.
Shoes	1*	1*	$40	2 lbs.	15-16	Ordinary leather walking shoes.
Boots	2	2	$80	3 lbs.	15-16	Heavy leather boots, laced high.
Sollerets	3	4	$150	7 lbs.	15-16	Custom-fit Western metal-plated leather boots. *Very* uncomfortable: normally only worn for fighting.

* = Flexible armor (half PD and DR, rounding up, vs. *crushing* attacks). May be layered under rigid armor types (see p. 27).

3/1 = Value after slash is for *impaling* attacks.

[f] = Protects against attacks from front only.
[r] = Protects against attacks from rear only.
[on 1-3] = Protects only on a subsequent 1d roll of 1-3 (etc.).

NPC Reactions

When the players meet an NPC whose reaction to them is not pre-determined, the GM makes a "reaction roll" on 3d. The higher the roll, the better the reaction. The GM then follows the guidelines on the *Reaction Table*. For more on reaction rolls, see p. B180.

Many factors can influence a reaction roll. A reaction *bonus* makes the NPC's response *more* friendly, while a reaction *penalty* makes it *less* friendly. Common reaction modifiers are listed below under the different types of reaction rolls.

Some advantages or skills allow players to substitute another roll for a normal reaction roll. Intimidation (p. CI159) is a good example.

General Reactions

Make this roll to see, in general, how a random person feels about the characters. When nothing else seems appropriate, make a general reaction roll and wing it!

The modifiers for General Reactions apply to *all* reaction rolls.

Modifiers for General Reactions

Appearance: +2/+6 (same/opposite sex) for Very Handsome/Beautiful, +2/+4 for Handsome/Beautiful, +1 for Attractive, -1 for Unattractive, -2 for Ugly, -4 for Hideous, -5 for Monstrous (at GM's option, NPCs may automatically react with hostility), -6 for Horrific (NPCs suffer a Fright Check, and may automatically react with hostility at GM's option).

+1 to +8 for high Social Status (if appropriate for the situation).

-1 to -4 for low Social Status (if appropriate for the situation).

+1 for each level of Charisma (or similar advantages).

+1 for an appropriate skill (*e.g.*, Streetwise, Diplomacy, Bard, Merchant) known at *any* level.

+2 for an appropriate skill known at an *expert* (20+) level.

±1 for each level of Reputation (as appropriate).

± as appropriate for any racial, cultural or religious biases (*e.g.*, Social Stigma, Cult Rank bonuses/penalties).

+1 (or more) for especially appropriate behavior.

-1 to -2 (or more) for especially inappropriate behavior.

Combat Reactions (and Morale Checks)

Roll in any situation where combat is possible but has not yet begun. For a foe in a pitched battle, no roll is necessary. For a group of armed strangers on a wilderness trail, a reaction roll is appropriate unless the GM has predetermined their actions.

When NPCs are losing a battle, a combat reaction roll can be made as a "morale check." A reaction of "Good" or better indicates flight or surrender, as appropriate, and *not* sudden friendship! Similar rolls are used to determine the effects of the spirit magic spells Demoralize (p. 42) and Fanaticism (p. 42).

Special Modifiers for Combat Reactions and Morale

+1 to +5 if the party seems notably *stronger* than the NPC group.

-1 to -5 if the party seems notably *weaker* than the NPC group.

-2 if the party has no language in common with the NPCs.

-2 if the characters are intruders on the NPCs' home turf.

Commercial Transactions

Roll when the player characters try to buy or sell goods, find a job, or hire someone. If no bargaining is involved, no roll is necessary — unless there is a chance that the merchant won't deal with the characters *at all*.

As used below, "fair price" means the normal price, at that particular time and place, for the goods or services in question. The players can try to get a better price, at a -1 penalty for each 10% difference. Likewise, offering *more* than the fair price (or asking *less* than the fair price) gives a +1 bonus for every 10% difference. If players vary their offer, determine the NPC's counter-offer based on the proposed price. *Example:* if the players ask 120% of fair price and get a "bad" reaction, the NPC will offer 60% of fair price (half the players' offer).

Bargaining will never reduce the price below 50% of "fair" unless the NPC has an ulterior motive!

Special Modifiers for Commercial Transactions

-1 for every 10% by which the proposed price favors the player characters (relative to the *fair* price).

+1 for every 10% by which the proposed price favors the NPC.

+1 for Merchant skill known at *any* level.

+2 for Merchant skill known at *expert* (20+) level.

Requests for Aid

Roll when the player characters ask for any sort of help. A roll for "potential combat" may need to be made first.

Special Modifiers for Requests for Aid

+1 if the request is very simple.

-1 to -3 (or more!) if the request is very complex or unreasonable.

-1 if the request would inconvenience the NPC or cost him money.

-2 (or more) if the request would endanger the NPC's job or status.

-1 (or more) if the request would physically endanger the NPC. This depends on the degree of risk and the bravery of the NPC!

Requests for Information

Roll when the characters ask NPCs for directions, advice, "Have you seen this man?" etc. *Note:* if the NPC is a professional seller of information, this is a commercial transaction. If the NPC is being Interrogated, the characters must use the Interrogation skill.

Remember that no NPC can tell more than he knows. Sometimes the NPC will tell the truth as he knows it…but be terribly mistaken! And certain NPCs may pretend to more knowledge than they really have, in order to earn money or impress the player characters.

If there is a question as to whether a given NPC (or player character, for that matter) knows some specific fact, roll against his IQ or against his level in the appropriate skill.

Special Modifiers for Requests for Information

-1 for a complex question (-2 for a *very* complex question!).

-3 if the NPC thinks the characters are prying where they shouldn't.

-1 (or more) if an answer would endanger the NPC's job or status.

-3 (or more) if an answer would physically endanger the NPC.

+1 to +3 if an appropriate bribe is *discreetly* offered.

-1 to 3 (or more) if a poor attempt at bribery is made. This can be an inappropriate bribe, indiscreet offer, etc.

+2 to +4 if the NPC is a librarian, historian, scribe, teacher, etc., or is otherwise pre-disposed to answer questions.

Loyalty

When the player characters hire someone, the GM should determine his loyalty. This determines only the NPC's *attitude*, not his competence. If the NPC is important, the scenario (or the GM) will predetermine both his skills and his general attitude. Otherwise, a random roll will serve.

When the player characters take service with an employer, the GM should also determine (randomly or otherwise) how the employer feels about them.

Loyalty reactions are known to the GM, but not to the players (unless a successful use of Empathy is made). The GM should record each NPC's loyalty secretly, and let it guide him in determining that NPC's later behavior. Note that loyalty *can* change! See p. B195 for more details.

Special Modifiers for Loyalty

+1 for every 10% the player characters offer above the going rate.

-1 for every 10% the player characters offer below the going rate.

+2 (or more) if the player characters are serving a cause that the NPC believes in, or a leader to whom he is already loyal.

Reaction Table

0 or less: Disastrous

General reaction: The NPC hates the characters and will act in their worst interest.

In a *potential combat situation*, the NPCs will attack viciously, asking no quarter and giving none.

Commercial transactions are doomed: the merchant will have nothing to do with you. Make a "potential combat" reaction roll at -2.

Requests for aid are denied totally. Make a "potential combat" reaction roll at -4. If combat is called for but not possible, the NPC will work against the characters in any way possible.

Requests for information are met with anger. Make a "potential combat" reaction roll at -2.

Loyalty: The NPC hates you or is in the pay of your enemies, and will take the first good chance to betray you.

1 to 3: Very Bad

General reaction: The NPC dislikes the characters and will act against them if it's convenient to do so.

In a *potential combat situation*, the NPCs attack, and flee only if they see they have no chance. (A fight in progress will continue.)

Commercial transactions are next to impossible. The merchant asks three times the fair price, or offers 1/3 of the fair price.

Requests for aid are denied. Make a "potential combat" roll; no reaction better than neutral is possible.

Requests for information are met with malicious lies.

Loyalty: The NPC dislikes you, and will leave your service (taking everything he can carry) or sell you out as soon as possible.

4 to 6: Bad

General reaction: The NPC cares nothing for the characters and will act against them if he can profit by doing so.

In a *potential combat situation*, the NPCs will attack unless outnumbered. If they are outnumbered they will flee, possibly to attempt an ambush later. (A fight already in progress will continue.)

Commercial transactions go badly. The merchant asks twice the fair price, or offers half the fair price.

Requests for aid are denied. The NPCs go about their business, ignoring the player characters.

Requests for information are denied. The NPCs will lie maliciously or demand payment for information. If paid, the NPC will give true (but incomplete) information.

Loyalty: The NPC has no respect for you. He will leave or betray you given even moderate temptation, and will be a sluggish worker.

7 to 9: Poor

General reaction: The NPC is unimpressed. He may become hostile if there is much profit in it, or little danger.

In a *potential combat situation*, the NPCs will shout threats or insults. They will demand the characters leave the area: if they do not, the NPCs will attack — unless outnumbered, in which case they will flee. (If a fight is in progress, it will continue.)

Commercial transactions are unprofitable. The merchant asks 120% of the fair price, or offers 75% of the fair price.

Requests for aid are denied, but bribes, pleas or threats might work. The characters may roll again, at a -2 penalty.

Requests for information are unproductive. The NPCs will claim not to know, or will give incomplete data. A bribe may improve their memory: roll again if a bribe is offered.

Loyalty: The NPC is unimpressed with you and/or dislikes the job; he thinks he's overworked and underpaid. He will probably betray you if offered enough, and will take a "better" job if he can find one.

10 to 12: Neutral

General reaction: The NPC ignores the characters as much as possible. He is totally uninterested.

In a *potential combat situation*, the NPCs will leave the characters alone. (If a fight is already in progress, the NPCs will try to back off.)

Commercial transactions go routinely. The merchant will buy and sell at fair prices.

Requests for aid are granted — if they are simple. Complex requests are denied, but the player characters can try again at -2.

Requests for information will be successful. The NPC will give the information requested if it is simple. If the question is complex, the answer will be sketchy.

Loyalty: The NPC thinks you're just another boss, and this is just another job. He will work hard enough to keep you happy, but no harder. He will not leave unless he is sure the new job is better, and will not betray you unless the temptation is *very* strong.

13 to 15: Good

General reaction: The NPC likes the characters and will be helpful within reasonable, everyday limits.

In a *potential combat situation*, the NPCs find the characters likeable or too formidable to attack. The characters may request aid or information — +1 on a second roll. (If a fight is in progress, the NPCs will flee.)

Commercial transactions will go pleasantly. The merchant will buy and sell at fair prices, and will volunteer useful information or a little help if possible.

Requests for aid will be granted if the request is reasonable. The NPCs' attitude is helpful. Even if the request is silly and must be denied, they will offer helpful advice.

Requests for information will be successful. The question will be answered accurately.

Loyalty: The NPC likes you and/or the job. He will be loyal, work hard, and accept any reasonable hazard that you will accept.

16 to 18: Very Good

General reaction: The NPC thinks highly of the characters and will be quite helpful and friendly.

In a *potential combat situation*, the NPCs are friendly. The characters may ask for aid or information — +3 on a second roll. Even sworn foes will find an excuse to let the characters go…for now. (If a fight is already in progress, the NPCs will flee if they can, or else surrender.)

Commercial transactions will go very well. The merchant will accept your offer unless you tried to buy below 80% of fair price or sell above 150% of fair price (in which case he will offer those rates). He will also offer help and advice.

Requests for aid are granted unless they are totally unreasonable. Any useful information the NPCs have will be volunteered freely.

Requests for information will be successful. The NPC will answer in detail and volunteer any related information he has.

Loyalty: The NPC will work very hard, and will risk his life if need be. Under most circumstances, he puts your interests ahead of his own.

19 or higher: Excellent

General reaction: The NPC is extremely impressed by the characters, and will act in their best interests at all times, within the limits of his own ability.

In a *potential combat situation*, the NPCs are extremely friendly. They may even join the party temporarily. The characters may ask for aid or information — +5 on a second roll. (If a fight is already in progress, the NPCs surrender.)

Commercial transactions will go extremely well. The merchant will accept your offer unless you tried to buy below 50% of fair price or sell above 200% of fair price (in which case he will offer those rates). He will also offer help and advice.

Requests for aid will be granted. NPCs will help in every way within their power, offering extra aid.

Requests for information will be extremely successful. The question will be answered completely. If the NPC doesn't know everything you need, he will exert himself to find out. He may even offer to help; roll a request for aid (at +2) with no reaction worse than "poor" possible.

Loyalty: The NPC worships you (or your cause), will work incredibly hard, puts your interests ahead of his own at all times, and would even die for you.

EQUIPMENT TABLES

Armor

See Armor Table (p. 80). Descriptions of armor types are found in the *Combat* chapter (p. 27).

Weapons

See *Hand Weapon Table* (p. 76) and *Ranged Weapon Table* (p. 78). Descriptions of weapons can be found in the *Combat* chapter (p. 28).

Livestock

Item	Cost
Cattle (heifer)	$200
Cattle (milk cow)	$250
Cattle (ox or bull)	$1,500
Dog	$10
Goat	$150
Hawk	$100
Horse (draft)	$2,000
Horse (riding)	$1,200
Pig (boar)	$400
Pig (sow)	$200
Sheep (ewe)	$100
Sheep (ram)	$250

Lodging

Item	Cost
Overnight lodgings	$1+

Food & Drink

Item	Weight	Cost
Beer (25-gallon barrel)		$50
Mead (4-gallon keg)		$100
Wine (4-gallon keg)		$100+
Food (makings of a light meal for one)		$1
Food (makings of a hearty meal for one)		$2
Food (prepared meal for one)		$3+

Item	Weight	Cost

Jewelry

Item	Weight	Cost
Silver arm-ring		$50
Gold arm-ring		$200
Brooch		$50+
Bone comb		$1

category

Item	Weight	Cost

category

Item	Weight	Cost

category

Item	Weight	Cost

category

Item	Weight	Cost