

# RUNEQUEST II

## CONVERSION

This guide is aimed at players and Games Masters with existing characters and campaigns using the first edition of Mongoose's *RuneQuest* rules wishing to convert characters to *RuneQuest II*. Also included is a short errata section and a few rules clarifications designed to answer some questions that have arisen since the game's publication.

You will need a copy of the *RuneQuest Core Rulebook* to make best use of this guide.

### CONVERTING FROM THE PREVIOUS EDITION OF RUNEQUEST TO RQII

Converting to *RuneQuest II* is a relatively straightforward exercise. In the main characters will gain far more than they lose and, in many cases, the changes needed to existing characters will be minimal. The bulk of the differences between the two *RuneQuest* editions lie behind the scenes, ensuring overall compatibility and continuity between the systems.

Major changes come where magic is concerned but, by and large, characters will gain far more than is lost.

#### Characteristics and Attributes

- Characters converting to *RuneQuest II* keep all their characteristics at their previous values. Thus a STR of 14 in the previous version remains STR 14 in *RuneQuest II*.
- Age remains unchanged.
- Combat Actions are now based on the average of DEX and INT. Recalculate CA as per the table on page 9 of *RuneQuest II*.

- Damage Modifier remains unchanged.
- Hit Points remain unchanged.
- Improvement Roll Modifier. This is a new element of *RuneQuest* characters; find out the Improvement Modifier for your converted character by consulting the table on page 10 of *RuneQuest II*.
- Magic Points remain unchanged.
- Movement is doubled: human characters move at 8m per combat round instead of the previous 4m.
- Strike Rank remains unchanged from the previous edition.

#### Skills

Basic Skills are renamed Common Skills. The basic values have also changed. In most cases Basic Skill values will increase in the conversion to the *RuneQuest II* Common Skill list.

Refer to page 12 of RQII and follow this ABC procedure.

- A. Calculate the Basic Skill's Base % and *subtract* it from the character's current value in the skill. Note the result.
- B. Calculate the basic percentage as per the formula on page 12 of *RuneQuest II*.
- C. Add the results of A and B together to find the new value of the Common Skill.

*For example, Carras the Converter has a Drive skill of 75% under the old version of RuneQuest. The basic value of the skill is 10+POW. Carras's POW is 15 so 25 is subtracted from 75 to give 50.*

*In RQII Drive has a base percentage of DEX+POW. His DEX is 17 so this, combined with 15 = 32. Adding 32 and 50 yields Carras's RQII*



Drive Skill of 82%.

- Acrobatics and Boating have become Advanced Skills. Move these skills across to the Advanced Skills column of the *RuneQuest II* Adventurer Sheet after adjusting their base values as described above:
- The Culture (Own), Dance and Insight Advanced Skills from *RuneQuest* are now Common Skills under *RuneQuest II*. If your character has these Advanced skills, they move across to the Common Skills list and have their basic value adjusted as described earlier. If your character does not have these skills, he gains them at their basic percentage.
- The Throwing skill is no longer a skill in its own right. Athletics is used instead. If the character has a *higher* Throwing skill than Athletics, you may add half the difference between the two to the new Athletics value (rounding fractions up). *For example, Carras has Athletics 40% and Throwing 50%. The difference between the two is 10%, so Carras can increase Athletics by a further 5%.*

The character gains the following new Common Skills:

- Brawn – this is the equivalent of the Athletics (Brute Force) sub-skill. Use the ABC process above to calculate the character's Brawn using Athletics as the basis for the new skill.
- Evade – this is analogous to the Dodge skill. Recalculate Dodge according to the ABC process and make the result the Evade score.
- Swim – Using Athletics as the source skill, calculate Swim according to the ABC process and make the result the Swim score.
- Lore (Regional) – *RuneQuest II* characters have a single Lore (Regional) skill that replaces the three Basic Lore skills (Animal, Plant and World). Take the average value of all three Basic Lores and make the result the value of the Lore (Regional) skill.
- Any additional Advanced skills characters accrued under the previous edition translate straight across, with modifications according to the ABC process, above.

## Combat Skills

The base values for combat skills are unchanged in *RuneQuest II*, however the system uses combat styles rather than discrete skills.

Follow this procedure to translate:

If your character has a shield skill, choose *two* close combat weapons skills (if more the character has more than two close combat skills) and combine with the shield skill to form a weapon and shield combat style. The value of the style is equal to the higher of the weapon or shield skill from the previous edition of *RuneQuest*.

*Carras, for example, has 1H Sword 65%, 1H Axe 60% , 1H Spear 45% and Shield 63%. He chooses to combine 1H Sword and Shield into one combat style, attaining Sword and Shield 65% under RuneQuest II. For his next style he can choose between 1H Spear or 1H Axe: as 1H Spear is the lowest of his close combat skills, he decides to take Spear and Shield, which is rated at 63%. His 1H Axe remains at 60% and forms its own combat style.*

If the character has Martial Arts as an Advanced Skill, it becomes redundant; however, if it is higher than the Unarmed Common Skill, he may use its value instead.

## Cultural and Professional Skills

*RQII* dispenses with many of the cultural backgrounds offered in *RuneQuest*, *RuneQuest Companion* and *Deluxe RuneQuest*. However, characters do not need to change their cultural background or any of the skill bonuses accrued from it. Likewise, skills for professions (and their bonuses) are also different under *RuneQuest II* – these also do not change.

## Free Skill Points

*RuneQuest II* characters gain 250 Free Skill points as opposed to the 100 points under *RuneQuest*. But, given that character conversion offers a general raising of most skills, characters under conversion gain an additional 100 Free Skill Points that can be used to improve the skills they have (but not buy new ones). The following limitations apply:

No Common skill can benefit from more than 30 points  
Advanced skills can benefit from no more than 20 points.

## Community

*RuneQuest II* characters go through the Community rules beginning on page 20 to establish family and connections. Converted characters can use these rules freely if they so wish, but there is no need to do so if it is not desired. However any characters that do use the Community section *cannot* benefit from the Connections rule on page 25.

## Equipment

Standard equipment translates straight across with no changes.





## Armour and Weapons

Armour values are unchanged in *RuneQuest II* but the penalty for wearing armour works differently. The Skill Penalty for armour is dropped entirely. Instead, characters should calculate and apply the Armour Penalty as described on page 64 of *RuneQuest II*.

Weapons need to have their statistics altered to reflect the *RuneQuest II* values. Note the Size, Reach and Damage of *RuneQuest II* weapons and use these instead of the old statistics.

## Magic

The different forms of magic represent the biggest change where converting characters are concerned. The conversion process is, however, relatively straight forward.

- Common Magic replaces Rune Magic. Physical runes do not exist as such in *RuneQuest II* but, if your established campaign and characters make frequent use of them, and it is integral to your campaign, they can be retained. *RuneQuest II* supplements, however, will not contain physical runes.

To convert to Common Magic, characters retain the spells they have accrued under the previous edition. However they gain a new skill: Common Magic. This is used for the casting of all Common Magic spells, including those ported across from the previous edition. A character's Common Magic skill is equal to his highest Runecasting specialisation.

*Carras, for example, has Runecasting (Air) 45% and Runecasting (Light) 60%. He gains Common Magic 60% and retains the spells he had learned for his respective Runecasting skills.*

The effects of spells, and some of their attributes have also changed. Use the descriptions found in the *RuneQuest II* Common Magic chapter. If your character uses spells from the *RuneQuest Spellbook*, these can also be retained. Any Magnitude 0 spells become Magnitude 1. Note that some *RuneQuest* Spellbook spells are found in *RuneQuest II*; the descriptions and attributes for these are as per *RuneQuest II*. Any spells in the *RuneQuest Spellbook* not covered in *RuneQuest II* must rely on the older book for effects, but may need some modification to bring them into line with casting time, duration and such like.

Divine Magic has changed considerably. Characters worshipping divine gods will need to create a Pact skill for their god. This involves dedicating a certain amount of POW to the god and creating a Pact skill. Much therefore depends on cult membership: follow this process.

- If the character being converted is already an Initiate in a Divine Cult, he gains a Pact (Specific God) at a percentage equal to his CHA plus the amount of POW he wants to dedicate to the Pact. The *most* he can dedicate is one quarter of his POW. Carras, for example, as an Initiate of Orlanth, with a POW of 16, could dedicate no more than 4 points to his Pact.
- If the character is already an Acolyte, he gains Pact (Specific God) as for an Initiate but may dedicate up to half his POW. If he wishes to improve the Pact's value, he must use some of his Free Skill points to increase it.
- If the character is already a Rune Lord, he gains Pact (Specific God) as for an Initiate but may dedicate up to three quarters of his POW. If he wishes to improve the Pact's value, he must use some of his Free Skill points to increase it.
- If the character is already a Rune Priest, he gains Pact (Specific God) as for an Initiate but may dedicate up to *all* his POW if he wishes. If he wants to improve the Pact's value, he must use some of his Free Skill points to increase it.
- The total Magnitude in Divine Magic spells the character can have is then determined as per the Divine Magic chapter of *RuneQuest II*. The spells prayed for will depend on the god worshipped and what the cult makes available. Some of the spells from the first edition of *RuneQuest* will be applicable, but others may not; the Games Master has the final decision over what translates across, but the spell descriptions and effects from *RuneQuest II* should take precedence.

Sorcery too has changed. *RuneQuest II* sorcerers have a single Manipulation skill covering all aspects of spell manipulation, and a Sorcery (Grimoire) skill that covers the casting of all spells from a known Grimoire, rather than a separate casting chance for each spell known. Converting sorcerers to *RuneQuest II* follows the below procedure:

- All sorcery spells known must be grouped into a Grimoire reflecting the sorcerer's training, sorcery order/school and/or cult. Games Masters should consult with players to determine what spells fit into what Grimoire, although it is perfectly feasible for all known spells to come from the same Grimoire. Multiple Grimoires can be known but each Grimoire will have its own Sorcery (Grimoire) percentage to determine casting chances. The new Grimoire skill is the average percentage (rounded up) of all the *RuneQuest* individual spell skills. For example, the sorcerer Jedekiah, being converted from *RuneQuest* to *RuneQuest II*, has four spells at 44%, 56%, 58% and 73%. They all fit into one Grimoire, and, averaged, equal 57.75, rounded up to 58%. If the character wants to enhance the percentage of a grimoire, he must use his Free Skill Points to do so.





- Manipulation is easier to handle. The sorcerer's Manipulation skill is equal to his *highest* individual *RuneQuest* Manipulation. Thus Jedekiah with Manipulation (Magnitude) 56% and Manipulation (Target) 62% would have a single Manipulation skill of 62%.
- Known spells should use the descriptions and effects from *RuneQuest II*. These differ from the previous edition and some spells may not port across. The Games Master should decide which spells are allowed and, where appropriate, allow spells that do not fit to be replaced with something from *RuneQuest II* that fits the sorcerer's Grimoire skill.
- If the character is a High Shaman, his two Spirit skills are at 75%. They can be increased further using Free Skill Points.
- The spirits the character then has bound or available as a fetch, need to be decided in conjunction with the Games Master and reflect his cultural background and cult membership, as described in the Spirit Magic chapter of *RuneQuest II*.

Spirit Magic is fundamentally different to that offered the *RuneQuest Companion/Deluxe RuneQuest* and offers no simple conversion mechanism. Existing spirit magic practitioners should use the following process:

- Create two new skills: Spirit Binding and Spirit Walking, as described in *RuneQuest II* pages 46 and 47. These skills start at their base percentage.
- If the character is a Spirit Worshipper (see page 147 of *RuneQuest II* for spirit rank definitions) then his two Spirit skills can only be increased through the use of Free Skill Points.
- If the character is a Shaman, his two Spirit skills are at 50%. They can be increased further using Free Skill Points.

## Heroic Abilities

Any Legendary Abilities an Adventurer has attained under the previous edition of *RuneQuest* can be kept under *RuneQuest II* and renamed Heroic Abilities; however it now costs 1 Magic Point to activate the Ability, as per the rules in *RuneQuest II*.

The descriptions of most Abilities have changed and these should now take precedence. But, if converted Adventurers have Heroic Abilities derived from supplements such as *Legendary Heroes* or other *RuneQuest* supplements, Games Masters must make their own decision as to whether or not they can be kept. It is important to note that the older version of *RuneQuest* had some very unbalanced Legendary Abilities; *RuneQuest II* has created more game balance and so, if Games Masters are going to allow abilities present in previous supplements, they should consider how these will affect the balance in their individual campaigns.

Gaining Heroic Abilities in the future should be as outlined in both the *Heroic Abilities* and *Cults* chapters of *RuneQuest II*.

Several areas for correction and clarification have emerged since







The Strike Rank calculation for all the creatures in the Creatures chapter are calculated correctly.

## Magic Using Characters

On page 27 under the description of a shaman's starting spirits, the word 'fetch' at the end of the sentence should read 'festish'.

## Skills

**Athletics:** all references to Combat Actions should be read as Combat Rounds.

Throwing forms part of the Athletics skill. The Athletics description on page 36 should include the following text:

*Athletics is also used for throwing items and is used to judge the accuracy of the character when throwing improvised objects, from small stones to bar stools. Weapons that are thrown use their own specific skill, such as Spear for javelins.*

*A thrown object has a maximum range of one metre for every point the character's STR exceeds the object's ENC. The Athletics roll measures the character's accuracy during the throw and the Games Master may choose to treat this as a ranged combat attack, as described on page 93, if the situation warrants it.*

**First Aid:** The First Aid Actions table for Injured should read '(but not one of 0 or less Hit Points)'

**Swim:** The first paragraph of this skill's description refers to Athletics; it should of course read 'Swim'.

**Boating:** Page 42, the reference to DEX x3 should be changed to Athletics.

**Healing:** The final sentence of the first paragraph under Surgery should read: *'As long as the Healing test is a success the stricken location will begin to heal naturally (see Natural Healing on page 60).'*

## Armour

The ENC values for armour are missing from the Armour section of the Equipment chapter. The values are:

Armour	AP	ENC	Cost in Silver per Hit Location
Soft Leather	1	1	50
Hard Leather	2	2	100
Linen	2	1	75
Ringmail	3	2	200
Scalemail	4	2	250
Chainmail	5	3	400
Plate	6	3	1200

Additionally the example cost for a full suit of plate should read 8,400 Silvers. The higher cost refers to the increased costs of producing a matched set of armour rather than buying each component separately.

## Weapons

The following weapons are all two handed only:

Great Axe  
Great Club  
Great Hammer  
Great Sword  
Halberd  
Longspear  
Military Flail  
Poleaxe  
Quarterstaff

Any weapon with *two* damage dice entries can be used either single handedly or double handedly: *Battleaxe*, for example.

Referring to the footnotes on page 72, the following weapons should be treated as follows:

- <sup>1</sup> Set Against a Charge: Halberd, Lance, Longspear, Shortsperear
- <sup>2</sup> Suffers no penalty when thrown: Dagger, Hatchet, Knife, Net, Poniard, Shortsperear, Trident
- <sup>3</sup> Parry Ranged Weapons: Heater, Hoplite, Kite and Target. Note: Bucklers are considered too small to parry ranged attacks.





## Combat

**Movement:** An Adventurer's Movement Rate is the total distance that can be moved in a Combat Round. Adventurers may move up to their full Movement rate each Combat Round in one or more Move Combat Actions.

**Charging,** on page 90. The rules for Evading a charge stipulate that the opponent's Ride or Athletics skill should be used in the opposed test against Evade. This is incorrect; it should be the opponent's *attack skill* or *Combat Style*.

**Closing:** page 92: last paragraph, last sentence should read: *"The opponent cannot parry with his weapon until he reopens the distance."*

**Wind:** There is a disparity between the Ranged Combat Situational Modifiers for wind and the Wind Table in the Games Masters' Chapter. The following is the correct implementation of wind and its effects:

### Ranged Attack Situational Modifiers

Situation	Skill Modifier
<i>Wind</i>	
Light wind	-5%
Moderate wind	-10%
Strong wind	-50%
Gale Force and above	Attack automatically fails

Under the Games Masters' Chapter, page 190, the second paragraph for Wind should read:

*'Where a wind can disturb and carry loose material which may affect visibility, the reduction for Perception rolls is half the wind's STR. However the reduction for using Perception to listen or scent something may be treated as the wind's full STR. A hurricane, for example, reduces visibility by a minimum of 48% for the purposes of sight, but 96% for the purposes of hearing and scent.'*

**Edric's Saga – The Trollkin Fight:** Thrace, on page 97, is described as wielding his long spear with one hand. It is a two handed weapon, as previously noted.

## Magic and Runes

**Runes:** under the list of Power Runes Light should be opposed by *Darkness* (even though Darkness is an Elemental Rune).

The Dragon Rune no longer exists, under Form Runes.

## Divine Magic

**Channel Strength** page 120: Duration should be *Special*.

## Spirit Magic

Page 140: the Stat Block at the top of the page is missing the heading '*Fetch*'.

## Creatures

The Darksense Trait is missing from the list of Traits on page 161. This is as follows:

*Darksense: The creature possesses a combination of Dark Sight, olfactory awareness and echolocation to achieve precise underground awareness and orientation. Creatures with this trait function as well underground as humans function above it, in broad daylight.*

**Trollkin** (page 179) should have the Darksense Trait and not Darksight.

**Brown Bear:** Its Movement should read 12m, not 24m.

**Dragon:** The dragon entry on page 165 is missing the 'Breathe Flame' Combat Style. This is at POW x3 – so 78% for the average dragon. Its damage is as listed for the Breathe Flame trait.

