

RQII Leshan Campaign Character Generation Guide

Rules:

RQII Rules - Slight modifications to fit setting

Setting: Akurta, starting in Leshan, Year 612 CR

Premise:

Characters are responding to an advertisement in various major newspapers which reads:

ARCHAEOLOGICAL TEAM NEEDED!

Privately funded team needed to handle discreet archaeological work in varied and dangerous locales. The following skills are needed by one or more individuals on the team:

Archaeologists and Anthropologists

Linguists (Specific knowledge of Korish, Aubaric,

Nagashi and Lakarsi would be most helpful to securing a position on the team)

Animal Handlers

Healers

Guards

Individuals capable in the Outdoors in various climes.

Watercraft use

Sorcerers could prove useful

All individuals applying **MUST** speak Coryc!

If interested, be at the Silver Dolphin Inn in Port Croslyn on Ree 3rd of this year and ask for Master Quince.

Rules for Character Creation:

The following guidelines will be followed for creating your character:

Roll 2d6+6 seven times, placing the results as desired on the following characteristics:

Strength, Constitution, Size, Intelligence, Power, Dexterity and Charisma.

Attributes are derived from Characteristics:

Magic Points

Starting Magic points are equal to POW characteristic

Combat Actions

Average of DEX and INT	Combat Actions
6 or less	1
7-12	2
13-18	3
For every additional 6 points	+1

Damage Modifier

STR + SIZ	Damage Modifier
1-5	-1D8
6-10	-1D6
11-15	-1D4
16-20	-1D2
21-25	+0
26-30	+1D2
31-35	+1D4
36-40	+1D6
41-45	+1D8

Improvement Roll Modifier

CHA	Improvement Roll Modifier
6 or less	-1
7 - 12	0
13 - 18	+1
For every additional 6 points of CHA	+1

Movement

All characters have a base move of:
 $4m + (SIZ+DEX)/5$ [round up]

example: Joe has a Size of 14 and a Dex of 10, so his base move is $4+(14+10)/5$ or 9m, while Erica has a Size of 14 and a Dex of 18 and thus has a base move of $4+(14+18)/5$ or 11m

Base Strike Rank

$(INT + DEX)/2$ [round up]

This is modified by armor worn:

Total AP/5 [round up] is subtracted for total SR

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Hit Points per Location

LOCATION	CON + SIZ								
	1-5	6-10	11-15	16-20	21-25	26-30	31-35	36-40	+5
Each Leg	1	2	3	4	5	6	7	8	+1
Abdomen	2	3	4	5	6	7	8	9	+1
Chest	3	4	5	6	7	8	9	10	+1
Each Arm	1	1	2	3	4	5	6	7	+1
Head	1	2	3	4	5	6	7	8	+1

Skills

All characters know the following Common Skills at the base percentage listed. These percentages may be modified due to background and/or profession.

Common Skills

COMMON SKILLS	BASIC PERCENTAGE
Athletics	STR+DEX
Brawn	STR+SIZ
Culture (Own)	INT x2
Dance	DEX+CHA
Drive	DEX+POW
Evade	DEX x2
Evaluate	INT+CHA
First Aid	INT+DEX
Influence	CHA x2
Insight	INT+POW
Lore (Regional)	INT x2
Perception	INT+POW
Persistence	POW x2
Resilience	CON x2
Ride	DEX+POW
Sing	CHA+POW
Sleight	DEX+CHA
Stealth	DEX+INT
Swim	STR+CON
Unarmed	STR+DEX
Common Magic	POW+CHA
Close Combat Styles	STR+DEX
Ranged Combat Styles	DEX x2

Determine Character's Starting Age:

Characters in this game will have starting ages ranging between 16 and 22. Roll 2d4+14 for starting age.

Choose Character's Culture

This is more the place the character was raised rather than where he was born. This has an effect on some of the character's skills, giving him a handful of skills and choices that were available to him as a youth.

The following areas (and the 'culture' choices they represent) are available for characters in this campaign:

- Leshan, Baalbekis, Clest, Djarr
(Rural, Urban, Noble_Feudal)
- Yarlan Tribes
(Nomads similar to native american tribes)
- Fenlanders
(Swamp/Marsh dwellers in south Leshan)
- Adysan (Desert Nomads)

CULTURES

All characters gain the following bonuses regardless of culture:

+30 Culture (own)
+30 Lore (regional)
+50 Language (native)
Player's choice of a 1 Magnitude Common Spell

Feudal

Rural

+10 Athletics
+10 Resilience
+10 Brawn
+10 Perception
+10 Ride OR Drive
+10 Stealth

Choose 3 different combat styles from the following list with a +10 bonus to each:
2h Axe, 2h Hammer, 2h Spear, Bow, Crossbow, Dagger, 1h Axe & Shield, 1h Hammer & Shield, 1h Spear & Shield, Sling, Staff, Unarmed

Advanced Skills:
Survival

Choose two of the following:
Craft (any), Lore (any), Play Instrument (any), Track

Starting Equipment:
Knife with sheath
Sturdy, plain clothing (x3)
Waterskin or Canteen
1 average quality weapon appropriate to choices made above & 1d10+10 ammo if a ranged weapon was chosen.

4d6 x 30 Silver Pieces

Urban

+20 Evaluate
+20 Influence
+10 Insight

Choose one combat style from the following list

with a +10 bonus:
2h Spear, Bow, Crossbow, Dagger, Polearm, Rapier, 1h Hammer, 1h Hammer & Shield, 1h Spear & Shield, Unarmed

Advanced Skills:
Courtesy

Choose 5 of the following advanced skills:
Art (any), Craft (any), Language (any), Lore (any), Mechanisms, Play Instrument (any), Streetwise

Starting Equipment:
Knife with Sheath
Average, possibly colorful Clothing (x3)

4d6 x 40 Silver Pieces

Noble

+5 Evaluate
+20 Influence
+10 Insight
+15 Ride
+10 Dance

Choose 3 combat styles from the following list with a +10 bonus to each:
1h Sword & Shield, 2h Sword, 1h Hammer & Shield, 2h Hammer, 1h Axe & Shield, 2h Axe, Bow, Lance & Shield, Dagger, Rapier

Advanced Skills
Courtesy

Choose 2 of the following advanced skills:
Art (any), Language (any), Lore (any), Play Instrument (any)

Starting Equipment:
Riding Horse with Tack and harness
Nice quality clothing (x1d6+4)
Dagger with Sheath
2 average quality weapons appropriate to the choices made above & 1d10+10 ammo if appropriate.
a total of 6 points worth of armor (players choice)

4d6 x 100 Silver Pieces

Yarlan Tribes or Adysan Nomad

+10 Athletics +10 Perception
+15 Resilience +25 Ride
+10 Brawn

Choose three different combat styles from those listed below, with a +10 bonus to each:
Lance, Axe and Shield, Blowgun, Bow, Dagger, Hammer and Shield, Spear and Shield, Lance and Shield, 1h Spear, Unarmed (Adysan may add 1h Sword, 1h Sword and Shield to these options)

Advanced Skill
Survival

Choose one advanced skill from the following list:
Craft (any), Language (any), Boating, Lore (any), Play Instrument (any), Track,

Starting equipment
Knife with Sheath
Riding Horse
Saddle Bags
Bedroll

1 Melee Weapon appropriate to above choices
1 ranged weapon (or a second melee weapon if no ranged weapons chosen), and 1d10+10 ammo appropriate to choices made above.
Soft Leather Tunic (Armor 1 Chest and Abdomen),
Soft Leather Leggings and Boots (Armor 1 Legs and Feet) [Total Armor of 6 (-2 SR)]
Firestarter
Waterskin

2d6 x 20 Silver Pieces

Fenlanders

+10 Athletics +10 Perception
+15 Resilience +10 Common Magic
+5 Stealth +10 Swim

Choose two different combat styles from those listed below, with a +10 bonus to each:
1h Axe, 2h Axe, Blowgun, Dagger, 1h Spear, Unarmed, 1h Sword, 2h Spear, Staff

Advanced Skill
Survival, Boating

Choose two advanced skill from the following list:
Craft (any), Language (any), Lore (any), Play Instrument (any), Track, Healing, Track

Starting equipment
Knife with Sheath
Small Boat (or 150 SP)
Oilskin Bag
Hammock
1 Melee Weapon appropriate to above choices
Firestarter
Waterskin
2 Magnitude of Common Spells

1d6 x 20 Silver Pieces

Next Step: Choose a profession

Choose a profession from the lists below and add the skills and equipment listed to the character. This is the primary profession the character has followed up to this point. There may be other skills that he has learned (more about that later), but for now, choose a profession. Each one will list homelands and/or cultures that are appropriate for it.

Acrobat

Feudal, Seafaring, Magicentric, Insular, Viking

+15 Athletics +15 Evade
+10 Sleight

Advanced Skills:
Acrobatics

Equipment:
Colorful Costume

Animal Trainer

All culture types

+5 Driving +5 First Aid
+20 Lore (regional) +10 Persistence
+5 Resilience +5 Riding

Equipment:
1 trained common animal, smaller than a horse (subject to GM approval), 30' rope

Archaeologist

Feudal, Seafaring, Magicentric, Insular

+10 Evaluate +5 Perception
+5 Athletics

Advanced Skills:
Lore (Archaeology), Culture (any), Language (any)

Equipment:
folding shovel, small brush, 1d4+3 small bags, small blank book and writing implements, Jeweler's Loupe

Bard/Storyteller

All cultures

+5 Influence +5 Lore (regional)
+5 Perception +10 Sing
+5 Sleight

Advanced Skills (Choose two)
Dance, Play Instrument (any), Language (any), Lore (any)

Equipment: Appropriate Instrument if skill was chosen, Colorful clothing, blank book and writing implements, slingbag

Blacksmith

All except Primitives and Nomadic

+15 Brawn +5 Evaluate
+10 1h Hammer +10 Resilience

Advanced Skills
Craft: Blacksmith

Equipment:
Assortment of metal files in leather case, Thick leather apron and gloves (2 point armor if worn in combat, but -10 to Evade), Smiths Hammer

Champion/Knight/Noble Warrior

All cultures

+5 Influence
+5 choice of Brawn, Athletics, or Riding
+10 to any two combat styles appropriate to your culture.

Advanced Skills (Select Two of the following):
Courtesy, Culture (other), Oratory, Play Instrument (any), Language (any)

Equipment:
1 Excellent Quality Weapon (with one enhancement of choice - See Arms and Equipment page 115), 6 points of armor of choice

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Courtier

Feudal, Magicentric, Insular, Seafaring, Viking

+15 Influence +5 Lore (regional)
+5 Perception +5 Sleight OR Dance

Advanced Skills (Select two)

Courtesy, Lore (art), Lore (heraldry), Lore (philosophy), Play Instrument (any), Seduction, Streetwise

Equipment:

Fine clothing in the latest styles (x1d3+2)
bottle of perfume (1d6+4 ounces)

Craftsman

All Cultures

+20 Evaluate +5 Influence
+5 Persistence

Advanced Skills

Craft (any)

Select one of the following

Craft (other), Engineering, Mechanisms

Equipment:

basic tools appropriate to craft(s) selected.

Diplomat

Feudal, Magicentric, Seafaring, Viking

+10 Culture (own) +10 Influence
+10 Perception

Advanced Skills (choose two)

Courtesy, Culture (other), Dance, Language (other), Lore (any), Play Instrument (any)

Equipment:

Well Made Clothing in reasonably up to date styles (x1d3+1)
Blank book and writing materials
Personal signet ring and sealing wax

Explorer

All Cultures

+10 Culture (own) +10 Influence
+10 Perception

Advanced Skills (Select two)

Language (other), Lore (astronomy), Lore (geography), Shiphandling, Survival

Equipment:

Compass or Sextant, Spyglass, Sturdy Clothing (x2), Backpack or Slingbag, Waterskin or Canteen, Blank book and writing implements

Farmer

All but Nomadic cultures

+5 Athletics +10 Brawn
+5 Driving +10 Lore (regional)
+10 Resilience

Advanced Skills

Craft: Farming

Equipment:

Broad Brimmed Hat, Mule, Waterskin, 3d6 x10 pounds of fresh vegetables and/or fruit.

Fisherman

All Cultures

+5 Athletics +5 Lore (regional)
+10 Resilience +10 Swim

Advanced Skills (Select Two):

Boating, Craft (any), Shiphandling, Survival

Equipment:

Small Net (10' x 10'), Fishing Pole, small box of lures, hooks and lines, Broad Brimmed Hat, Waterskin

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Hedge Wizard

All Cultures

+30 Common Magic +10 Persistence
+5 First Aid +5 Lore (regional)

Equipment:

Small bag with 1d4+4 pounds of fresh herbs
small, curved blade knife (pruning blade)
1d4+4 magnitudes of Common Spells

Herdsman

Any Rural, Artagili, Primitive or Nomadic

+5 First Aid +10 Lore (regional)
+10 Resilience +10 Sling
+5 Staff

Advanced Skills:

Survival

Equipment:

Herdsman's Staff, Sling, pouch with 1d6+10
stones for sling, waterskin, broad brimmed hat.

Hunter

All Cultures

+10 Lore (regional) +10 Resilience
+10 Stealth
+10 One missile weapon appropriate to your
culture

Advanced Skills:

Track

Equipment:

Appropriate missile weapon per choice made
above and container with 1d10+10 ammunition.

Mercenary

Feudal, Seafaring, Insular, Magicentric, Artagili, Viking, Any Nomadic

Pick any two different combat styles appropriate to
your culture, gaining a +10 to each.

Select Two of the following and gain a +10 to
each:

Athletics, Evade, Driving, Evaluate, Resilience,
Riding, Unarmed

Advanced Skills:

Lore: Tactics

Equipment:

2 Average quality weapons as appropriate to
culture.

5 points worth of armor

backpack, waterskin, whetstone, bedroll

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Merchant

Feudal, Insular, Magicentric, Artagili, Viking, Seafaring

+20 Evaluate +5 Influence
+5 Lore (regional)

Advanced Skills (Select Two)
Commerce, Language (other), Lore (logistics),
Shiphandling

Equipment:
4d6 x 60 Silver Pieces

Miner

Feudal, Insular, Magicentric, Artagili, Viking, Seafaring

+10 Athletics +10 Brawn
+10 2h Hammer +10 Resilience

Advanced Skills
Lore: Minerals

Equipment:
Helmet with Enchanted Lightstone (Armor 4 head
only), Miners Pick, Bandana

Physician

Feudal, Insular, Magicentric, Seafaring, Viking

+5 Evaluate +20 First Aid
+5 Lore (regional) +10 Perception

Advanced Skills:
Healing

Equipment:
Physick's Kit ('surgical' tools, bandages, needles
and gut, etc.)

Sailor

All except Yarlan Tribes

+10 Athletics +5 Lore (regional)
+5 Resilience +10 Swim

Advanced Skills (select two)
Boating, Culture (other), Language (other),
Shiphandling

Equipment: 1d6 x10 Silver Pieces

Scholar

Feudal, Seafaring, Insular, Magicentric, Viking

+10 Culture (own) +5 Evaluate
+5 Lore (regional) +10 Persistence

Advanced Skills
2x Lore (any)

Equipment:
Blank book and writing implements
2 books on subject of choice (+20% bonus when
using as reference on that subject)

Shaman

Artagili, Orgara, Graelor, Yarlan

+5 First Aid +5 Influence
+5 Lore (regional) +5 Persistence

Advanced Skills: Select one of the following:
Healing, Lore (any), Survival

Magical Skills:
Spirit Walking, Spirit Binding

Equipment:
1 Fetish (players choice, subject to GM approval)

Soldier / Warrior

All Cultures

+5 Athletics +5 Brawn
+5 Evade +5 Resilience

Choose any two combat styles appropriate for your
culture and gain a +10 bonus to each.

Advanced Skills
Lore: Tactics

Equipment:
2 average weapons of choice appropriate to culture
6 points worth of armor
backpack, bedroll, whetstone, waterskin

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Spy

Feudal, Seafaring, Insular, Magicentric, Artagili, Viking

+5 Evade +5 Insight
+5 Lore (regional) +5 Perception
+5 Persistence +5 Sleight OR Stealth

Advanced Skills (Choose two)

Disguise, Culture (other), Language (other), Track

Equipment:

Clothing appropriate to culture(s) known (x 1d6+3)

Blank book and writing implements

Thief

All cultures

+10 Evaluate +10 Perception
+10 Sleight +10 Stealth

Advanced Skills (Select one):

Disguise, Mechanisms, Streetwise

Equipment:

Lockpicks (if Mechanisms skill known)

1d3+2 Sets of clothing appropriate to different social strata of own culture

Tracker

Any Rural, Artagili, Yarlan, Orgara, Graelor

+10 Athletics +10 Perception

One combat style appropriate to your culture +10

Advanced Skills:

Survival, Track

Equipment:

Sturdy, Comfortable clothing, including head and footgear appropriate to culture, bedroll, waterskin

Witch

All Cultures

+10 First Aid +5 Insight
+5 Lore (regional)

Advanced Skills (select one)

Healing, Lore (any), Survival

Magical Skills (choose one of the following sets):

Spirit Walking, Spirit Binding

OR

Lore (Specific Theology), Pact (god or Cult)

OR

Manipulate, Sorcery (Grimoire)

[See GM for specifics available]

Equipment:

Staff, small bag with 1d4+4 pounds of fresh herbs waterskin, athame (ritual knife), 1d3+1 spells from grimoire (if applicable)

Sorcerer

Magicentric, Feudal, Seafaring, Viking, Insular

+5 Insight +5 Lore (regional)
+10 Persistence

Advanced Skills (choose one)

Language (other), Lore (any)

Magical Skills:

Manipulate, Sorcery (Grimoire)

Equipment:

Blank Book and Writing Implements
1d3+2 spells from Grimoire

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Woodsman

All Rural, Artagili, Orgara, Graelor

+10 Athletics +10 2h Axe
+10 Brawn +5 Lore (regional)
+5 Resilience

Advanced Skills
Survival

Priesthood

Leshan, Sahabrai, Empire of Coryll, Wayla

Order of the Holy Aegis

+15 wpn & Shield +5 Resilience
+10 Persistence

Magic Skills:
Lore (Order of the Holy Aegis)
Pact (Order of the Holy Aegis)

Equipment:
Pewter Holy Symbol, Medium Shield with Symbol
on Boss

Order of the Huntress (*female only*)

+5 Perception +5 Persistence

Pick two combat styles appropriate to your cultural
background and gain +10 bonus in each.

Magic Skills
Lore (Order of the Huntress)
Pact (Order of the Huntress)

Equipment:
Pewter Holy Symbol, Facial Tattoo, One average
quality weapon (and 1d10+10 ammo if applicable)
appropriate to your culture, Hunting Horn

Order of Justice

+5 Lore (regional) +5 Culture (own)
+10 Persistence

Advanced Skill:
Lore: Law

Magic Skills
Lore (Order of Justice)
Pact (Order of Justice)

Equipment:
Pewter Holy Symbol, Blank Book and Writing
Implements, Book of Secular and Church Law
(+20 to Lore: Law if used to find information)

Order of the Undefined

+10 Persistence
+10 to one of the following Combat Styles:
Staff, 1h Hammer, 1h Hammer & Shield, 2h
Hammer

Advanced Skill:
Lore: Undead

Magic Skills
Lore (Order of the Undefined)
Pact (Order of the Undefined)

Equipment
Silver Holy Symbol, 1 Excellent Quality Weapon
of type appropriate to above selection (with one
enhancement of choice - See Arms and Equipment
page 115),

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Order of Valen's Gift

+10 First Aid +10 Evade

Advanced Skill:

Healing

Magic Skills:

Lore (Order of Valen's Gift)

Pact (Order of Valen's Gift)

Equipment:

Robes appropriate to status in Order, Pewter Holy

Symbol

Order of the Eye of Oberon

+10 Persistence +5 Culture (own)

+5 Insight +10 Influence

Magic Skills:

Lore (Order of the Eye of Ober)

Pact (Order of the Eye of Ober)

Equipment:

Pewter Holy Symbol, Robes appropriate to status

in Order

Free Skill Points

Every RuneQuest character receives an additional 275 skill points to spend on their Adventurer.

The player can add these free skill points to his skills in the following ways:

- Add to a Common skill or Combat Style skill score.
- Add to an Advanced skill score, as long as the character already possesses the skill.
- Buy an Advanced skill. This costs 10 free skill points and the Advanced skill starts at its basic characteristic-derived score.
- Buy skills enabling Magic to be cast. If Common Magic is supported in the RuneQuest setting (Which it is), then the character will already have this as a Common skill. The other magic enabling skills are Pact (Deity) and Lore (Specific Theology) – for Divine cult members; Spirit Walking and Spirit Binding – for Shamans and Spirit Cultists; Manipulation and Sorcery (Grimoire) for Sorcerers.

Important Note: *No single skill can benefit from more than 30 free skill points. This means that an Advanced skill purchased with free skill points cannot be increased by more than 20 points.*

Advanced Skills List

Acrobatics	Str+Dex
Art*	Pow+Cha
Boating	Str+Con
Commerce	Int+Cha
Courtesy	Int+Cha
Craft*	Dex+Int
Culture*	Int x2
Disguise	Int+Cha
Engineering	Int x2
Gambling.	Int+Pow
Healing.	Int+Pow
Language*	Int+Cha
Lore*.	Int x2
Mechanisms	Dex+Int
Meditation	Pow x2
Oratory.	Pow+Cha
Play Instrument*.	Dex+Cha
Seduction.	Int+Cha
Shiphandling.	Int+Con
Streetwise	Pow+Cha
Survival	Pow+Cha
Treaching	Int+Cha
Track.	Int+Con

Magical Skills

Lore (Specific Theology)	Int+Pow
Pact (Specific Cult or Entity)	Cha+ Ded. Pow
Spirit Walking	Pow+Con
Spirit Binding	Pow+Cha
Sorcery (Grimoire).	Int x2
Manipulation.	Int+Pow

*Requires a specific focus for the skill

Community

The final stage of Adventurer creation is to discover something of the Adventurer's back-story. What has happened in the formative years of their life? Who are their family and friends? Has the Adventurer made any rivals or enemies? How well known is he or she? This section of Adventurer generation aims to answer these questions.

Families

All Adventurers have families. Family ties might still be close or severed long ago. The family might be large and rambling or small and close-knit. The family might have a reputation that has been a help or hindrance to the Adventurer, or its connections might be useful for all sorts of reasons now or in the future.

Roll 1D100 on each column of the Family Ties Table to determine the parental status, number of siblings and what the general, extended family structure is like.

For large families it is recommended that details be left deliberately vague. Part of the fun is introducing that roguish or well-connected uncle or cousin at strategic points in a campaign or scenario, and keeping family details at a high level allows for considerable flexibility in developing interesting and intriguing plot twists.

Family Ties Table

1D100	Parents/Guardians	Siblings	Family Size
01–20	Both Parents present	None	Self Contained
21–40	No Living Parents	1D4	1D4 Aunts and Uncles on each parent's side
41–60	One birth parent plus step-parent	1D6	1D6 Aunts and Uncles on each parent's side
61–80	Single Parent – Father	1D8	1D8 Aunts and Uncles on each parent's side
81–00	Single Parent – Mother	2D6	1D10 Aunts and Uncles on each parent's side

Allies, Contacts, Enemies and Rivals

Through both his family and his personal dealings, an Adventurer may make acquaintances that will help or hinder him in the future. The Family Reputation and Family Connections tables will have determined if Allies, Contacts, Enemies or Rivals are present in the Adventurer's life and, if so, how many are out there.

Family Reputation

1D100	Reputation	Contacts, Enemies and Rivals
01–20	Poor reputation	1D3 Enemies or Rivals
21–50	Average reputation; but a few skeletons and secrets in the background	1 Enemy or Rival
51–65	Average reputation	—
66–85	Good reputation; but a few skeletons and secrets in the background	1 Contact or Ally
85–00	Reputation of excellent standing	1D3 Contacts or Allies

How well is the family connected? Is it important or run-of-the-mill? Is it well liked or does the family name carry with it a stigma? The following tables help decide how well known the family is and what kind of weight it carries at local, regional and national levels.

As an optional stage for the Adventurer's background, is he married? Roll 1D100 and compare it with the Adventurer's Influence skill. If the result is equal to, or less than, Influence then the Adventurer is married, should the player wish it. If the result is higher than the Influence skill he is unmarried. How happily the Adventurer is married is up to the player to decide – similarly, children. If the Adventurer wants to have children by his spouse then he may roll 1D3–1, giving a result of between 0 and 2 children, about right for Adventurers in these kinds of cultures and starting ages. The age of any children will be, again, 1D3–1, with a result of 0 indicating a new-born.

Family Connections

1D100	Connections	Contacts, Enemies and Rivals
01–20	No connections worth mentioning	—
21–80	Family has reasonable connections within the community	—
81–90	Family is considered well connected with other families and persons holding local power	1 Contact and 1 Rival
91–95	Family is considered well connected with other families and persons holding local and regional power	2 Contacts, 1 Rival and 1 Enemy
96–00	Family is considered well connected with other families and persons holding local, regional and national power	2 Contacts, 2 Rivals and 2 Enemies

Background Events

When an Adventurer is created he usually begins life as a young man but this does not mean his previous childhood and adolescence was lived in an uneventful bubble. We all undergo life-shaping experiences that define who we are, what we do and what approach we have to life. Games Masters are strongly recommended to spend time with their players developing the previous lives of the characters. This does not need to be especially detailed and neither does it need to be too specific. Past experiences can be fleshed-out during the course of play or even be ignored all together. Establishing the background events to a character's life can be extremely rewarding and provide the fuel for countless future adventures, if the Games Master desires it.

Of course the cultural background of the character will have some say in what these previous experiences were, or, at the very least, determine where they took place. But the *general* nature of life experiences tends to be universal. The following table offers a wide selection of possible background events and some suggested game effects that the players and Games Master may wish to apply to the Adventurers during character creation. Every Adventurer should roll once on the Background Events table; if the player is feeling very adventurous, then he may roll twice. If an event is thought to be restrictive or inappropriate for either the Adventurer or the campaign, it can either be ignored, or re-rolled.

Background Events Table

1D100	Event
01	Accidentally injured or killed a childhood friend.
02	Afflicted by visions of a God or Goddess.
03	Afflicted by visions of the future.
04	Amnesia. No memory of life before age of 18. Unsure if current family is real or bogus.
05-06	Attacked or chased by a creature or monster – harbour a deep fear of the creatures as a result.
07-08	Battle – character witnessed a great battle or other conflict.
09	Birth Mark. Character has a prominent and unusual birth-mark that has been mistaken for the holy sign of a particular god.
10	Blind. Character either born blind or struck by blindness later. Other senses have compensated.
11	Body Double. The character is either a very close likeness or almost identical double of someone famous (or infamous).
12	Born Runetouched.
13-15	Brother or Sister died or killed.
16-18	Bullied viciously by one or more youths.
19-20	Childhood sweetheart – character was once married to childhood sweetheart.
21-22	Childhood sweetheart lost – character's childhood sweetheart married a friend or rival.
23	Deaf. Character either born deaf or struck by deafness later. Other senses have compensated.
24	Destitution – the character's family fell into destitution.
25	Disappearance. A family member disappeared 1D10 years ago and character is on a quest to find them.
26	Discovery – character discovered, by accident, some long-lost lore, formula or piece of knowledge that various agencies are now hunting.
27-29	Disease or Plague – character suffered disease or grave illness as a child.
30	Family Secret – the character's family harbours a great secret.
31	Family Treasure – the character's family are the custodians of a great treasure.
32-35	Father died or killed.
36	Feud and Romance. Character's family has a long-standing feud with religious/trade/political rivals. Character has fallen in love with son/daughter of the rival family/organisation – something which must be kept secret.
37	Feud. Character's family has a long-standing feud with religious/trade/political rivals that has recently turned to bloodshed.
38	Foundling – character was abandoned by birth parents and brought up by adoptive guardians.
39-40	Fraud – the character has been part of a fraud or scam: or the victim of one.
41	Fugitive – character gave secret help to a known fugitive.
42	Gender Change – character was once a member of the opposite sex but changed to current gender through a curse or powerful magic.
43	Identity change – the character has adopted a new identity for some reason.
44	Inadvertent Comments. Something the character did or said resulted in a fight, battle or war. The remark or action was innocent but the repercussions tragic.

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1D100	Event
45–46	Inheritance or Legacy Denied. Character has been cheated out of a huge legacy left by a parent or relative.
47–48	Inheritance or Legacy. Character is set to inherit a huge legacy from a parent or relative.
49	Kidnapped and/or indentured by a powerful sorcerer who needed an apprentice.
50	Kidnapped or press-ganged into military service.
51	Last Will. Character is on a quest to fulfil the dying wish of a relative or loved one.
52	Local Coward. Well-known in local community for a particularly <i>unheroic</i> deed.
53–54	Local Hero. Well-known in local community for a particularly heroic deed.
55–56	Major Wound – character suffered a major wound as a child that leaves a permanent scar or other sign of injury.
57	Merchant Dynasty. Character is born into a powerful mercantile family or dynasty.
58	Met a great hero at a time when he or she was relatively unknown.
59	Met a villain at a time when he or she was relatively unknown.
60	Mistaken Identity – Case of mistaken identity resulted in a period of imprisonment or some other punishment.
61–63	Mother died or killed.
64	Mute. Character either born mute or struck mute later. Fluent sign language communicator.
65	Orphaned. The character lost both parents either through illness, an accident or some other tragedy.
66–67	Ostracised from family.
68	Penance. Character is undergoing penance for some insult or slight committed against someone in power or authority.
69	Personal Treasure – found a great treasure and hid it for safekeeping.
70	Physical deformity of a random location. No ill effects, as character has learned to adapt.
71–72	Pioneers. Family moved to a new country as settlers, refugees or pioneers.
73	Political Family. One parent is a high ranking political official.
74	Prosperity – the character rises from destitution to great wealth.
75	Raised by a cult or monastic order.
76	Raised by a Guild or Military order.
77	Raised by distant relatives.
78	Raised by inhumans (trolls, for example, or dwarves).
79	Ran away to sea or to join a travelling troupe.
80	Religious Family. One parent is a high-ranking religious official.
81	Sect or Cult. Discovered that family is part of a secret sect or cult and disagrees with their views. Trying to escape both family and those who hunt them.
82	Shipwrecked or stranded as a youth and lived alone for several years before rescued or found.
83	Sidekick. Somehow the character has picked up a loyal companion or retainer. This does not make the companion a welcome presence, necessarily, but the relationship has somehow endured over the years.
84	Slavery. Spent childhood and young adulthood as a slave before escaping or being freed.
85	Sole Survivor – family wiped out by some tragedy.
86	Sole survivor of a tragedy that wiped out the character's entire settlement/community.
87–88	Squire – character indentured as a vassal or squire to a famous knight or warrior.
89–90	Twin. Character has a twin brother.
91–92	Twin. Character has a twin sister.
93	Visited by ghosts or spirits.
94–95	Well-travelled. The character either singly or with family/friends, has travelled widely.
96	Wicked Step-Parent. One parent died and the other remarried. The step-parent is cold, calculating and brutal towards the character. A typical evil step-parent.
97–98	Roll again and take both events
99–00	Roll twice more and take all events

Work with the GM to determine the specifics of your background if needed.

GM retains the right to veto or alter any results that don't fit the setting.

Purchase Additional Equipment.

If your character needs additional equipment and has funds from character creation, those items may be purchased here. Prices printed here do not necessarily reflect prices to be found in individual areas after the game begins. These are simply for outfitting purposes.

Anything listed here may be purchased, regardless of the character's background, if they possess the funds, since they have all at least recently arrived in the city of Port Croslyn, where these items are available.

Monetary Breakdown:

5 Lead Bits (LB) = 1 Copper Penny (CP)
 10 Copper Pennies = 1 Silver Piece (SP)
 20 Silver Pieces = 1 Gold Crown (GC)

Clothing (prices are for undyed, see dyeing costs)

Shirt, Linen 2 cp
 Shirt, Silk 2 sp
 Shirt, Wool 5 cp
 Shirt, Cotton 15 cp

Cloak, Linen 8 cp
 Cloak, Silk 8 sp
 Cloak, Wool 15 cp
 Cloak, Cotton 12 cp
 Cloak, Oilcloth 3 sp
 Cloak lining, silk 5 sp

Coat, Linen 2 sp
 Coat, Silk 20 sp
 Coat, Wool 3 sp
 Coat, Cotton 35 cp
 Coat, Oilcloth 6 sp
 Coat Lining, Silk 10 sp

Pants or Skirt, Linen 8 cp
 Pants or Skirt, Silk 6 sp
 Pants or Skirt, Wool 15 cp
 Pants or Skirt, Cotton 3 sp

Dress or Robe, Plain, Linen 15 cp
 Dress or Robe, Plain, Silk 25 sp
 Dress or Robe, Plain, Wool 3 sp
 Dress or Robe, Plain, Cotton 5 cp

Hat or Hood, Linen 8 cp
 Hat or Hood, Silk 5 sp
 Hat or Hood, Wool 15 cp
 Hat or Hood, Cotton 25 cp
 Hat or Hood, Oilcloth 3 sp

Gloves, Linen 15 cp
 Gloves, Silk 6 sp
 Gloves, Wool 25 cp
 Gloves, Cotton 35 cp
 Gloves, Padded Linen 25 cp
 Gloves, Soft Leather 2 sp
 Gloves, Thick Leather 50 sp

Belt or Sash, Linen 4 cp
 Belt or Sash, Silk 4 sp
 Belt or Sash, Wool 8 cp
 Belt or Sash, Cotton 15 cp
 Belt or Baldric, Leather 25 cp

Clothing Upgrades (per item)

Fancy (adornments, embellishments) +5 sp
 Dying (green, brown, gray, yellow) +25 cp
 Dying (red, blue, emerald) +8 sp
 Dying (purple, black, crimson) +25 sp

Footwear

Slippers, Linen 5 cp
 Slippers, Silk 4 sp
 Slippers, Wool 12 cp
 Slippers, Cotton 8 cp
 Slippers, leather 25 cp

Shoes, Hard Leather 45 cp
 Shoes, Soft Leather 35 cp
 Sandals, Leather bindings 25 cp
 Sandals, Linen bindings 5 cp
 Sandals, Silk bindings 75 cp
 Calf Boots, Hard Leather 15 sp
 Calf Boots, Soft Leather 90 cp

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Armor

Armor is priced by material and hit locations covered. (legs and arms count as two locations each).

Armor Material	AP	Cost per Hit Location
Soft Leather	1	50 sp
Hard Leather	2	100 sp
Quilted Linen	2	75 sp
Ringmail	3	200 sp
Scalemail	4	250 sp
Chainmail	5	400 sp
Plate	6	1,200 sp

Common Armor Pieces and Materials

Leg and Abdomen Armor

Pants or Trews Soft Leather, Chainmail, Quilted

Legs Only Armor

Greaves Hard Leather, Plate

Leggings (chaps) Soft Leather, Quilted, Chainmail

Abdomen Only

Girdle All Materials

Skirt/Kilt All Materials

Chest And Abdomen

Hauberk Soft Leather, Ringmail, Scalemail, Chainmail

Chest, Arms and Abdomen

Coat Soft Leather, Ringmail, Scalemail, Chainmail

Chest Only

Breastplate Hard Leather, Plate

Byrnie Soft Leather, Quilted, Ringmail, Chainmail

Arms Only

Sleeves Soft Leather, Quilted, Ringmail, Chainmail, Scalemail

Vambraces Hard Leather, Plate

Head Only

Coif or Hood Soft Leather, Quilted Ringmail, Chainmail

Helm or Cap Soft Leather, Hard Leather, Quilted, Plate

Note: *Soft and Hard leather used for armor are much thicker than Soft and Hard leather used for clothing (For example, Hard leather gloves are the equivalent of soft leather Armor in thickness)*

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Common Close Combat Weapons

Weapon	Damage Dice	STR/DEX	Size	Reach	Combat Manoeuvres	ENC	AP/HP	Cost
Ball & chain	1D6+1	9/11	M	M	Entangle, Stun Location	2	6/8	250 SP
Battleaxe	1D6+1 1D8+1	11/9 9/9	M	M	Bleed, Sunder (2H only)	1	4/8	100 SP
Buckler	1D3	-/5	M	S	—	1	6/8	50 SP
Chain	1D4	7/12	M	M	Entangle	1	8/6	10 SP
Club	1D6	7/-	M	S	Stun Location	1	4/4	5 SP
Dagger	1D4+1	-/-	S	S	Bleed, Impale	—	6/8	30 SP
Dirk	1D3+2	-/-	S	S	Bleed, Impale	—	6/6	50 SP
Falchion	1D6+2	7/9	M	M	Bleed	1	6/10	200 SP
Garrotte	1D2	-/9	S	T	—	—	1/2	15 SP
Great axe	1D12+2	13/9	H	L	Bleed, Sunder	2	4/10	125 SP
Great club	2D6	12/9	H	L	Stun Location	3	4/10	50 SP
Great hammer	1D10+3	11/9	H	L	Stun Location, Sunder	3	4/10	250 SP
Great sword	2D8	13/11	H	L	Bleed, Impale, Sunder	4	6/12	300 SP
Halberd	1D8+2	7/7	L	VL	Entangle, Impale, Sunder	4	4/10	250 SP
Hatchet	1D6	-/9	S	S	Bleed	1	3/6	25 SP
Heater shield	1D4	9/-	L	S	—	2	6/12	150 SP
Hoplite shield	1D4	11/-	H	S	—	3	6/18	300 SP
Kite shield	1D4	13/-	H	S	—	3	4/18	300 SP
Knife	1D3	-/-	S	S	Bleed, Impale	—	5/4	10 SP
Lance	1D10+2	9/9	H	VL	Impale, Sunder	3	4/10	150 SP
Longspear	1D10+1	5/5	L	VL	Impale	2	4/10	30 SP
Longsword	1D8 1D10	13/9 9/9	M L	L L	Bleed, Impale, Sunder (2H only)	2	6/12	250 SP
Mace	1D8	7/7	M	S	Stun Location	1	6/6	100 SP
Main Gauche	1D4	-/11	S	S	Bleed	—	6/7	180 SP
Military flail	1D10	13/11	L	L	Stun Location	3	4/10	250 SP
Military pick	1D6+1	11/5	M	M	Stun Location, Sunder	3	6/10	180 SP
Morningstar	2D4	9/9	M	S	Stun Location	2	4/10	150 SP
Net	1D4	10/11	S	L	Entangle	3	2/20	200 SP
Poleaxe	1D8+2	11/9	L	L	Impale, Stun Location, Sunder	2	6/10	150 SP
Poniard	1D4	-/7	S	S	Bleed, Impale	—	4/5	60 SP
Quarterstaff	1D8	7/7	M	L	Stun Location	2	4/8	20 SP
Rapier	1D8	7/13	M	L	Impale	1	5/8	100 SP
Sabre	1D6+1	7/7	M	M	Bleed, Impale	1	6/8	225 SP
Scimitar	1D8	7/11	M	M	Bleed	2	6/10	200 SP
Shortspear	1D8+1	5/5	M	L	Impale	2	4/5	20 SP
Shortsword	1D6	5/7	M	S	Bleed, Impale	1	6/8	100 SP
Target	1D6	9/-	L	S	Impale	2	4/12	150 SP
Trident	1D8	10/7	M	L	Impale	2	4/10	155 SP
War sword	1D8	9/7	M	M	Bleed, Impale	2	6/10	175 SP

¹ This weapon may be set against a charge

² This weapon suffers no penalty when thrown

³ This weapon may Parry ranged weapons

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Common Ranged Combat Weapons

Weapon	Damage	Damage Modifier	Range	Load	STR/DEX	SIZ	Combat		AP/HP	Cost
							Manoeuvres	ENC		
Arbalest	1D12	N	180m	4	10/9	E	Impale, Sunder	3	6/10	500 SP
Blowgun	—	N	15m	1	-9	—	Impale	—	1/4	30 SP
Bolas	1D4	Y	15m	—	-9	—	Entangle	—	2/2	10 SP
Dagger	1D4	Y	10m	—	-9	S	Impale	—	4/6	30 SP
Dart	1D4	Y	20m	—	-9	S	Impale	—	2/1	10 SP
Discus	1D4+1	Y	50m	—	-9	L	Stun Location	—	2/3	30 SP
Hatchet	1D6	Y	10m	—	7/11	S	Bleed	1	4/6	25 SP
Heavy crossbow	1D10	N	150m	3	7/9	H	Impale, Sunder	2	4/8	350 SP
Javelin	1D8	Y	30m	—	5/9	H	Impale, Pin Weapon (Shield)	1	3/8	20 SP
Light crossbow	1D8	N	100m	2	5/9	L	Impale	1	4/5	150 SP
Long bow	1D8	Y	175m	1	13/11	H	Impale	1	4/7	200 SP
Net	—	N	2.5m	—	10/11	—	Entangle	3	2/20	200 SP
Recurve bow	1D8	Y	175m	1	13/11	H	Impale	1	4/8	225 SP
Short bow	1D6	Y	80m	1	9/11	L	Impale	1	4/4	75 SP
Sling	1D8	Y	200m	1	-11	L	Stun Location	—	1/2	5 SP
Staff sling	2D6	Y	100m	3	-11	H	Stun Location	2	3/6	20 SP
Trident	1D8	Y	10m	—	10/7	L	Impale	2	4/10	155 SP

MOUNTS AND BEASTS OF BURDEN

A good horse is a treasured possession; a good cow or ox can be every bit as valuable, depending on how the owner makes his livelihood.

Mounts and Beasts of Burden

Animal	Cost	ENC Carried
Ass/Mule	125 SP	30
Donkey	200 SP	40
Cart Horse	250SP	45
Plough Horse	400 SP	70
Poor Quality Riding Horse	350 SP	40
Reasonable Quality Riding Horse	400 SP	50
Good Quality Riding Horse	450 SP	60
War Horse	500 SP	80
Ox/Bison	200 SP	70
Cow	150 SP	50
Chickens (per half dozen)	6 SP	—
Ducks (per half dozen)	10 SP	—
Geese (per half dozen)	15 SP	—
Pig	50 SP	25
Goat	50 SP	25
Falcon (or similar trained bird of prey)	400 SP	—

Riding and Animal Supplies

Bit & Bridle	.15 sp
Crop	.15 sp
Driver's Whip	.25 sp
Falconer's Kit	.30 sp
Saddle, Pack	.65 sp

The normal amount the animal can carry without being overloaded is given in the ENC Carried column. As for Adventurers, mounts and beasts of burden can become overloaded if this figure is exceeded, suffering a -20% penalty to skill rolls and Fatigue tests. No animal can carry more than double the ENC Carried value.

Riding & Animal Supplies

The Riding & Animal Supplies table shows a number of items and supplies that characters could find very useful when dealing with animals (like those found in the Beasts & Cohorts chapter of this book), how much they weigh in ENC and their general market cost.

TRANSPORTATION

Whether owned or rented as needs see fit, basic transportation (other than a mount or beast of burden) needs to be considered when travelling long distance.

Saddle, War	.90 sp
Saddle Riding	.60 sp
Saddlebag	.20 sp
Shoes, Horse	.10 sp

Transport

Cart	.75 sp
Wagon	300 sp

Ranged Weapon Ammunition

The following table lists specific types of ammunition, how sturdy they might be, whether they weigh enough to have an ENC score and their cost. Please note that unless an entry has a (#) after its name, the price listed is for a single item.

Arbalest bolts: Made of metal-shod hardwood roughly as thick as a man’s thumb, arbalest bolts are tipped with heavy metal heads that resemble a stiletto or dagger. They use small fletching from waxy-feathered fowl and are remarkably accurate, if only due to the sheer force with which they are fired.

Arrows, Bodkin: These arrows are the most commonly used ammunition in RuneQuest. They possess narrow spikes for points. While not as simple to make as sling bullets, they are far more popular for their multiple utilities.

Arrow, Broadhead: While a normal arrow can cause quite a wound, these arrows have a broad cutting surface which inflict greater damage, at the expense of range. Using a broadhead arrow reduces the distance it can be fired by 25% but inflicts an extra 2 points of damage on unarmoured opponents.

Arrow, Fishing: More of a tool than a weapon, the fishing arrow is a thin-headed arrow that has a set of three small barbs facing backwards to catch and hold a wriggling fish. It also has almost no fletching at all (it interferes with underwater propulsion) but rather a small metal ring onto which cord or twine can be tied to retrieve a shot fish. Using fishing arrows to catch fish grants a +10% bonus to Survival Skill Tests.

Arrow, Signal: Not made for combat at all, signal arrows have a hollow head bored out in the same fashion as a shrilling whistle. When fired (preferably upward into the air) the arrow corkscrews and emits a distinct and piercing wail that can be heard on a clear day for up to ten miles. If actually fired at a target, the arrow has a –20% penalty to hit and will cause half damage if successful.

Blowgun Darts: Blowgun darts are small, thin needles or stubby miniature arrowheads that often have a tuft of down or cotton at the end in order to catch the rush of air in a blowgun. They are not designed to do damage but can deliver a single dose of poison to a target quite easily – if the firer can manage to bypass his armour, of course.

Crossbow Bolts: Simple and stout, bolts are miniature arrows with smaller fletching designed to carry the bolt on existing force rather than keep it aloft. They tend to have thinner, more compact heads of metal on them to drive deeper with the impact but some have the wider hunting heads commonly seen on arrows. Bolts tend to be thicker than arrows and are purchased to fit a specific type of crossbow – wrist, light, medium or heavy.

Sling Bullets: Stone or lead ovals that can reach surprising speeds and accuracy when hurled by a skilled user. Bullets can be retrieved rather easily and most can even be hammered or rolled back into a usable shape with little effort (as lead becomes soft when heated slightly).

Ranged Weapon Ammunition

Ammunition	AP/HP	ENC	Cost
Arbalest bolts (10)	1/2	1	5 SP
Arrow, bodkin (10)	1/1	—	1 SP
Arrow, broadhead (10)	1/1	—	2 SP
Arrow, fishing	1/2	—	2 CP
Arrow, signal	1/1	—	3 CP
Arrow, wood-headed	1/1	—	2 CP
Blowgun darts (10)	1/1	—	2 SP
Crossbow bolts (10)	1/1	—	2 SP
Sling bullets (10)	1/1	—	5 CP

Common Regional Languages

Language **Native to:**

<i>Corycc</i>	Leshan, Empire of Coryll, Sahabrai, Wayla
<i>Njordic</i>	Njorden, Bullash
<i>Clybar</i> (Njordic Dialect -15 penalty)	Clybari
<i>Raskani</i>	Raskan, Some Northern Steppes Tribes
<i>Qualish</i>	Qual
<i>Lakarsi</i>	Clest, Djarr, Artagili, Formasai, Baalbekis
<i>Itarian</i>	Itari
<i>Malosian</i>	Malosia
<i>Orgari</i>	Various dialects spoken by tribes in Orgara Jungles (-5 to -10 penalty between tribes)
<i>Adysi</i>	Caliphate of Ady, Adysan Nomads
<i>Yarli</i> (Lakarsi dialect -10 penalty)	Yarlan Tribes
<i>Taranti</i>	Tarant
<i>Vuldaran</i>	Vuldari Empire
<i>Graelish</i> (Various dialects between tribes -5 to -10 penalty)	Graelor
<i>Horbani</i>	Horban Archipelago

Uncommon, Magical and Ancient Languages

These languages are typically only known to scholars and/or sorcerers

<i>Korish</i>	Ancient precursor of Corycc
<i>Aubaric</i>	considered the root of all other languages, possibly the language of the gods themselves.
<i>Draconian</i>	purported to be the language spoken by Dragons, if anyone were around who had spoken with one
<i>High Ady</i>	The language of the ruling priest class of the Caliphate of Ady
<i>Fae</i>	The language of creatures of Faerie
<i>Gromosh</i>	The language of the element of Earth
<i>Pyranis</i>	The language of the element of fire
<i>Aqashi</i>	The language of the element of water
<i>Aevarish</i>	The language of the element of air
<i>Talarai</i>	Ancient language of the precursors of the Tarant civilization
<i>Nagashi</i>	Ancient language purported to be the tongue of the legendary serpent-folk
<i>Aesarian</i>	Supposedly the language of the Giants reputed to live in the Northern Frosts