

## Might Damage

Might	Damage
6-	1 point
7	1d6-3
8	1d6-2
9	1d6-1
10	1d6
11	1d6+1
12	1d6+2
13	2d6
14	2d6+1
15	2d6+2
16	3d6
17	3d6+1
18	3d6+2
19	4d6
20	4d6+1
21	4d6+2
22	5d6
23	5d6+1
24	5d6+2
25	6d6

## WarClan Glyphs



### Roleplaying Session Points

Player plays himself and ignores glyph	0
Little effort towards playing glyph	1
Good, if literal, roleplaying of glyph	2
Creative interpretation of glyph	3
Player is Marlon Brando of his WarClan	4
Players making progress toward major quest	1
Defeating a major enemy or foe	2
Successfully completing a major quest	4

### BEASTLORDS

- |              |              |
|--------------|--------------|
| 1. Discord   | 6. Seeking   |
| 2. Fury      | 7. Violence  |
| 3. Will      | 8. Silence   |
| 4. Apathy    | 9. Endurance |
| 5. Berserker | 10. Pride    |

### CULT OF THE SKULL

- |                |                 |
|----------------|-----------------|
| 1. Violence    | 6. Ritual       |
| 2. Discord     | 7. Superstition |
| 3. Murder      | 8. Stalking     |
| 4. Malevolence | 9. Shamanism    |
| 5. Vengeance   | 10. Betrayal    |

### GALLOGLAICH

- |                 |                 |
|-----------------|-----------------|
| 1. Pride        | 6. Bravado      |
| 2. Stubbornness | 7. Carousing    |
| 3. Temperence   | 8. Tale-Telling |
| 4. Generosity   | 9. Sanguinary   |
| 5. Desperation  | 10. Legends     |

### GUIDESMEN

- |                 |                 |
|-----------------|-----------------|
| 1. Seeking      | 6. Wanderlust   |
| 2. Caution      | 7. Practicality |
| 3. Silence      | 8. Curiosity    |
| 4. Solitude     | 9. Exploration  |
| 5. Independence | 10. Humility    |

### JUSTICIARS

- |                  |                |
|------------------|----------------|
| 1. Honor         | 6. Dedication  |
| 2. Altruism      | 7. Moderation  |
| 3. Recrimination | 8. Restitution |
| 4. Vengeance     | 9. Obstnacy    |
| 5. Equilibrium   | 10. Sacrifice  |

### MARTYRS OF WAR

- |              |                |
|--------------|----------------|
| 1. Remorse   | 6. Vengeance   |
| 2. Violence  | 7. Duty        |
| 3. Glory     | 8. Control     |
| 4. Greed     | 9. Order       |
| 5. Mercenary | 10. Discipline |

### MEDEAN GUARD

- |                 |               |
|-----------------|---------------|
| 1. Loyalty      | 6. Honor      |
| 2. Piety        | 7. Defender   |
| 3. Stubbornness | 8. Discipline |
| 4. Independence | 9. Passion    |
| 5. Will         | 10. Creation  |

### OBSIDIAN TEMPLARI

- |                 |                |
|-----------------|----------------|
| 1. Intrigue     | 6. Persistence |
| 2. Betrayal     | 7. Solitude    |
| 3. Discord      | 8. Deception   |
| 4. Murder       | 9. Terror      |
| 5. Annihilation | 10. Madness    |

### RED SERPENTS

- |                  |            |
|------------------|------------|
| 1. Seeking       | 6. Passion |
| 2. Swashbuckling | 7. Rivalry |
| 3. Theft         | 8. Plunder |
| 4. Greed         | 9. Pride   |
| 5. Wanderlust    | 10. Daring |

### RIDERS OF CALDECAN

- |                  |              |
|------------------|--------------|
| 1. Honor         | 6. Mercy     |
| 2. Humor         | 7. Glory     |
| 3. Mercilessness | 8. Caution   |
| 4. Theft         | 9. Passion   |
| 5. Independence  | 10. Violence |

## Hand-to-Hand Attack Dice Modifiers

Start with 2d6

Your Agility is greater than your opponent's	+1d6
You have greater Expertise than your opponent	+1d6*
You chose Strike Hard	+1d6
Your opponent is Fatigued or Reeling	+1d6**
Your opponent is Surprised	+1d6
Opponent using a shield	-1d6
Opponent using a tower shield	-2d6

\* This only applies to humanoid opponents

\*\* If a '6' is rolled on this die, opponent falls unconscious or dies (if Health at Dying)

## Grappling Dice Modifiers

Start with 2d6

Your Might is greater than your opponent's	+1d6
Your Agility is greater than your opponent's	+1d6
You have greater Expertise in Wrestling	+1d6*
Your opponent is Fatigued or Reeling	+1d6**
Your opponent is Surprised	+1d6
You are using a net	
Opponent using a shield	-1d6
Opponent using a tower shield	-2d6

\* This only applies to humanoid opponents

\*\* If a '6' is rolled on this die, opponent falls unconscious or dies (if Health at Dying)

## Damage

<b>Smashing</b>	no extra damage
<b>Carving</b>	+1d6 damage after Armor Toughness
<b>Impaling</b>	+2d6 damage after Armor Toughness

# RuneQuest

## SLAYERS

## Ranged Attack Dice Modifiers

Start with 2d6

Your Agility is greater than your opponent's	+1d6
Your opponent is Fatigued or Reeling	+1d6**
Your opponent is Surprised	+1d6
You are attacking with a bow or crossbow	+1d6
You are within Ideal Range	+1d6
Opponent using a shield (non-target)	-1d6
Opponent using a tower shield	-2d6

\*\* If a '6' is rolled on this die, opponent falls unconscious or dies (if Health at Dying)

## Fumbles

- 1: Overexertion.** Take 1d6 Fatigue.
- 2: Weapon flies from hand,** landing 2d6 paces away.
- 3: Wild swing hits nearest target** with a Solid Shot.
- 4: Weapon breaks, or, if fine,** hand takes 1d6 damage.
- 5: Slip and fall, knocking the warrior out.**
- 6: Warrior slams into opponent's weapon with an immediate Vital Shot.**

## Attacks


 (All 1's) Fumble!  
See table


 Solid Shot.  
Normal damage


 Vital Shot (if called). +2d6


 Critical Hit! See tables

## Grapples

 **Grab:** Hold your foe. He must grapple you on his next turn.

 **Break Hold:** Breaks out of an opponent's hold.

 **Strangle:** Strangle your foe for Might damage. Half of this damage is Fatigue.

 **Throw or Pin:** Throw your opponent for Might damage, or pin him.

 **Break Pin:** Break out of a pin.



### Carving (1d6 for 3 sixes, 2d6 for 4, 3d6 for 5)

- 1 Your blade caresses your foe for +1 damage.
- 2 Your foe is startled and loses his next attack.
- 3 You shatter your opponent's weapon. If he has no weapon, he takes 1d6 additional damage.
- 4 Your blade does an additional 1d6 damage.
- 5 The cold steel slices an ear off for +1 damage.
- 6 A cruel slash to the abdomen spills your foe's ropy entrails upon the ground. Both of you must pass an Agility roll or trip in the slick gore. The victim is Dying and will die in two rounds.
- 7 Your blade finds a weak spot in his armor. He has Toughness 0 for this attack.
- 8 The clean cut does an additional 1d6 damage and leaves a wicked scar.
- 9 A wicked slash to the throat spills blood in a torrent. Until treated, the victim will take 1d6 damage per round. If he survives, he will be unable to speak for 2d6 days.
- 10 You slash a gaping wound for +2d6 damage.
- 11 The mighty slash does +1d6 damage and stuns him severely, leaving him unable to defend himself. All attacks automatically hit next round, and the stunned foe may not counterattack.
- 12 A clean strike to the neck severs the head.
- 13 A flick of the blade severs your foe's hand, sending it and his weapon to the ground. Your foe takes an additional 1d6 damage per round until treated, and must pass a Courage roll or flee.
- 14 With a huge effort, your swing severs a leg, leaving the victim wallowing in his own blood. He takes 2d6 damage per round until treated.
- 15 Cutting through flesh and muscle, your eviscerate your foe, sending his vital organs pouring to the ground. All remaining opponents must pass a Courage roll or roll on the Revulsion table (see Chapter V: Attributes & Hazards).
- 16 Your flashing blade cuts through bone and buries itself in your foe's torso. He takes an additional 2d6 damage per round until treated, and you must spend a round wrenching the blade free.
- 17 A vicious strike lops off your opponent's arms. He will die in two rounds if not treated immediately.
- 18+ With a mighty effort, you carve your foe from skull to crotch in a flourish of blood. As the two halves fall to the dirt, all remaining opponents must pass a Courage roll or flee.

### Impaling (1d6 for 3 sixes, 2d6 for 4, 3d6 for 5)

- 1 The thrust pierces your foe for +1 damage.
- 2 The foe misses his next attack.
- 3 You spike your opponent's weapon. If he has no weapon, he does +1d6 damage.
- 4 A swift stab gouges a chunk of flesh from your foe, inflicting +1d6 damage.
- 5 Spiked in the abdomen, foe must attack with one less Attack Die for the remainder of the combat.
- 6 A pierced lung brings a bloody froth to your opponent's lips. Dying, he will die in two rounds.
- 7 You find an open spot in his armor. Your opponent has Toughness 0 for this attack.
- 8 A solid jab spits your foe. He takes +2d6 damage.
- 9 Tearing through muscle, the blow cripples your foe's weapon arm. His weapon falls, and he must attack with one less Attack Die die than normal.
- 10 With great skill, you pluck the foe's eye. He takes +1d6 damage, and must roll one less Attack Die.
- 11 A vicious stab punctures an artery. Until treated, the victim takes an additional 1d6 damage per round. All within 3 feet of the body must pass an Agility roll or slip.
- 12 Rammed in the chest, the victim takes an additional 1d6 damage. The weapon, however, is lodged firmly in the wound. The warrior may either release it and draw another weapon (which takes a round), drag it loose (which takes a round) or wrench it back and forth, which does an automatic 2d6 damage each round.
- 13 A ravaging blow pierces the femoral artery, spraying blood in all directions. Until a tourniquet is applied, the victim will suffer 2d6 damage per round.
- 14 Gored through the vitals, your opponent will drop over dead in two rounds. He may continue to fight but rolls one less Attack Die than normal.
- 15 A quick stab cracks through the eye socket and enters the brain. Death is mercifully almost instant.
- 16 Transfixed through the heart, the victim gasps then sinks dying to the ground. All other opponents must pass a Courage roll or lose their next attack.
- 17 A cruel shot pins your foe to the nearest wall (or ground, in the absence of a wall). He is unable to move as he bleeds to death. All other opponents must pass a Courage roll or roll on the Revulsion table.
- 18+ The ferocious stab skewers the victim, lifting him off the ground. He dies slowly as he slides down the weapon, gasping in horror as his life drains away. All remaining opponents must pass a Courage roll or flee.

### Smashing (1d6 for 3 sixes, 2d6 for 4, 3d6 for 5)

- 1 A glancing blow does +1 damage.
- 2 The bone-jarring impact sends his weapon flying. If the target has no weapon, he takes +1d6 damage.
- 3 The forceful swing drives your foe to the ground. He loses his next attack as he climbs to his feet. If he has Agility 15+, he can jump up immediately!
- 4 The stunning impact inflicts +1d6 damage.
- 5 With an audible crack, his arm breaks, sending his weapon clattering to the ground. Until healed, he will roll one less Attack Die than normal.
- 6 Bones snap, driving the victim to the ground. He will die in two rounds from internal bleeding.
- 7 The shot lands squarely in the face, mangling your opponent's nose. He will be permanently disfigured, and children will scream at the sight of him.
- 8 The strike to the groin crumples your foe. He takes +1d6 damage and misses his next attack as he stands. This takes an entire turn, even with Agility 15+.
- 9 He screams in agony as his hand is pulped by the swing. He must roll one less Attack Die than normal. The hand will need to be amputated.
- 10 Bone fragments protrude from the battered flesh as your foe screams. He takes an +2d6 damage.
- 11 A crushing blow to the head bursts an eyeball in its socket. Blinded in one eye, he must use one less Attack Die than normal.
- 12 The victim's skull caves. He dies instantly.
- 13 A sickening snap resounds as the target is given a compound fracture. He takes an additional 1d6 damage and must roll one less Attack Die than normal.
- 14 The strike drives jawbone into brain, killing instantly.
- 15 A horrific blow turns the victim's limb to pulp (determine the limb randomly if a called shot was not used). The target will be unable to defend himself for the remainder of the combat. This will necessitate amputation.
- 16 Organs burst under the crushing strike, slaying the victim after two rounds of agony. Until then, he may continue to fight, but must use one less Attack Die.
- 17 Driving downward, the blow squashes his head like a ripe melon, spraying the contents in all directions. All other opponents must pass a Courage roll or roll on the Revulsion table.
- 18+ A tremendous impact crushes the chest of the target, splintering bone and showering blood. All in close proximity are drenched as the poor victim collapses. All remaining opponents must pass a Courage roll or flee.

## Reaction Modifiers

### First Impression

- +1 if attractive (+2 if opposite sex)
- +1 if higher status
- 1 if openly hostile

### Combat Imminent

- +1 if outnumber foes
- 1 if the NPCs want something
- 3 if hatred exists

### Bargains

- +1 if attractive (+2 if opposite sex)
- 1 if openly hostile
- 1 if higher status

### Information

- +1 if attractive (+2 if opposite sex)
- +1 for pay (+2 50 silvers, +3 100 silvers)
- +1 for higher status
- 1 if openly hostile
- 2 if NPC will get in trouble
- 2 if NPC must join PCs

### Intimidation

- +1 if attractive and opposite sex
- +1 if ugly
- +1 if higher status
- +1/-1 if noticeably stronger
- 5 for laughable situations

### Animals

- +2 if Beastlord
- +1 if offers food
- 2 if animal is hungry predator
- 5 if defending young or cornered

## Reaction Roll (2d10)

### First Impression

- 0: Everlasting hatred.
- 1-2: Hatred
- 3-4: Severe dislike. Insults.
- 5-6: Quiet dislike.
- 7-13: Neutrality.
- 14-15: Favorable and friendly.
- 16-17: Excellent; friendship.
- 18-19: Amazing. Treat like family
- 20-22: Celebrity status.
- 23+: Fanatical worship.

### Information

- 0: NPC spits in face.
- 1-2: NPCs lie.
- 3-4: Claim they know nothing
- 5-6: Give useless information
- 7-13: Offer a little help.
- 14-15: Offer as much as they know
- 16-17: Honest help
- 18-19: Out-of-the-way help
- 20-22: NPC offers to become guide
- 23+: Worship. NPC gathers friends.

### Combat Imminent

- 0: Berserk attack
- 1-2: Attack furiously
- 3-4: Attack.
- 5-6: Attack, not to death.
- 7-13: Insults, but NPCs wait..
- 14-15: Insults, NPCs wait and leave
- 16-17: NPCs save face and leave
- 18-19: Surrender
- 20-22: Offer friendship
- 23+: NPCs swear allegiance

### Intimidation

- 0: No information; victim resists
- 1-2: Victim lies.
- 3-4: Victim laughs
- 5-6: Victim gives out harmless info
- 7-13: Victim tells most information
- 14-15: Victim says almost everything
- 16-17: Victim *bawls* everything
- 18-19: Victim is very helpful
- 20-22: Victim unconscious; see 18
- 23+: Victim dies from fright

### Bargains

- 0: NPC kicks the PC out of store
- 1-2: Won't sell or buy
- 3-4: Doubles prices
- 5-6: Unincreases price by 50%
- 7-13: No effect.
- 14-15: 10% discount
- 16-17: 20% discount
- 18-19: 25% discount, plus special items
- 20-22: 50% discount
- 23+: Gift

### Animals

- 0: Berserk attack
- 1-2: Animal attacks
- 3-4: Animal attacks to scare
- 5-6: Animal threatens and waits
- 7-13: Animal threatens and flees
- 14-15: Animal runs
- 16-17: Animal watches, curious
- 18-19: Animal befriends PC for a time
- 20-22: Animal befriends PC
- 23+: Animal becomes lifelong friend

## Athletics

<b>Climbing</b>	2-4 Fatigue
<b>Lifting</b>	2-4 Fatigue
<b>Jumping</b>	1-2 Fatigue
<b>Running/Chasing</b>	1-3 Fatigue
<b>Swimming</b>	1-3 Fatigue

## Travel

<b>March</b>	<b>20m</b>	2d6 Fatigue
w/Mounts	<b>25m</b>	1d6 Fatigue
<b>Hard March</b>	<b>30m</b>	3d6 Fatigue
w/Mounts	<b>35m</b>	2d6 Fatigue

## Falling

Distance	Damage	Location
1 yard	1d6-2	1-2: Leg
2-3 yards	1d6	3: Arm
4-5 yards	2d6	4: Back
6-7 yards	3d6	5: Chest
8-9 yards	4d6	6: Head
+2 yards	+1d6	

## Healing

<b>No Profession (bandaging)</b>	Heals 1 point
<b>Apprentice Physician</b>	Heals 1d6-2
<b>Journeyman Physician</b>	Heals 1d6
<b>Master Physician</b>	Heals 1d6+2
<i>Herbalists heal one level lower</i>	