

# RUNEQUEST STARTER SET REFERENCES

## ABILITY RESULTS TABLE

ABILITY	CRITICAL	SPECIAL	SUCCESS	FAILURE	FUMBLE
01–05	1	1	1–5	6–00	96–00
06–07	1	1	Per ability	Per ability	96–00
08–10	1	1–2	Per ability	Per ability	96–00
11–12	1	1–2	Per ability	Per ability	97–00
13–17	1	1–3	Per ability	Per ability	97–00
18–22	1	1–4	Per ability	Per ability	97–00
23–27	1	1–5	Per ability	Per ability	97–00
28–29	1	1–6	Per ability	Per ability	97–00
30	1–2	1–6	Per ability	Per ability	97–00
31–32	1–2	1–6	Per ability	Per ability	98–00
33–37	1–2	1–7	Per ability	Per ability	98–00
38–42	1–2	1–8	Per ability	Per ability	98–00
43–47	1–2	1–9	Per ability	Per ability	98–00
48–49	1–2	1–10	Per ability	Per ability	98–00
50	1–3	1–10	Per ability	Per ability	98–00
51–52	1–3	1–10	Per ability	Per ability	99–00
53–57	1–3	1–11	Per ability	Per ability	99–00
58–62	1–3	1–12	Per ability	Per ability	99–00
63–67	1–3	1–13	Per ability	Per ability	99–00
68–69	1–3	1–14	Per ability	Per ability	99–00
70	1–4	1–14	Per ability	Per ability	99–00
71–72	1–4	1–14	Per ability	Per ability	00
73–77	1–4	1–15	Per ability	Per ability	00
78–82	1–4	1–16	Per ability	Per ability	00
83–87	1–4	1–17	Per ability	Per ability	00
88–89	1–4	1–18	Per ability	Per ability	00
90–92	1–5	1–18	Per ability	Per ability	00
93–95	1–5	1–19	Per ability	Per ability	00
96–97	1–5	1–19	1–95	96–00	00
98–102	1–5	1–20	1–95	96–00	00
103–107	1–5	1–21	1–95	96–00	00
108–109	1–5	1–22	1–95	96–00	00
110–112	1–6	1–22	1–95	96–00	00
113–117	1–6	1–23	1–95	96–00	00
118–122	1–6	1–24	1–95	96–00	00
(higher)	5% ability	20% ability	1–95	96–00	00

## RUNES SUMMARY

RUNE	NAME	TYPE	ASSOCIATIONS	GODS	OPPOSES
	Darkness	Element	Darkness, Stealth skills, Listen, secrets, cold, hunger, blunt weapons, insects.	Troll gods	—
	Water	Element	Water, Agility skills, Taste, blood, mercurial, nets and whips, fish.	River and Sea gods	—
	Earth	Element	Earth, Communication skills, Search, worldly, pragmatism, sensual, axes, reptiles.	Ernalda, Babeester Gor	—
	Fire/Sky	Element	Fire, sky, sun, Perception skills, Scan, purity, chastity, idealism, spears and bows, birds.	Yelm, Yelmalio	—
	Air	Element	Air, storm, Manipulation skills, Smell, violence, pride, unpredictability, swords, mammals.	Orlanth, Storm Bull	—
	Moon	Element	Moon, spiritual liberation, Magic skills, balance, time, curved weapons.	Seven Mothers	—
	Harmony	Power	Harmony, compromise, generosity, peace, compassion, community.	Ernalda, Issaries, Chalana Arroy	Disorder
	Disorder	Power	Disorder, egocentric, greed, strife, thoughtless, self.	Eurmál	Harmony
	Stasis	Power	Stasis, unchanging, resolute, determination, obstinate, inert.	Lhankor Mhy	Movement
	Movement	Power	Movement, change, impulsive, rebellious, reckless, energetic.	Orlanth, Issaries, Eurmal	Stasis
	Truth	Power	Truth, knowledge, objectivity, the written text.	Lhankor Mhy, Humakt, Yelmalio	Illusion
	Illusion	Power	Illusion, imagination, subjectivity, poetry, art.	Eurmál	Truth
	Fertility	Power	Fertility, life, sex, birth, giving, pleasure.	Ernalda, Chalana Arroy, Seven Mothers	Death
	Death	Power	Death, separation, ascetic, endings, denial, ruthlessness.	Humakt, Babeester Gor, Seven Mothers	Fertility
	Man	Form	Mankind, civilization, settled, sociability, ethics.	Daka Fal	Beast
	Beast	Form	Animalkind, savage, wild, untamed, instinctive.	Storm Bull	Man
	Chaos	Form	Chaos, evil, annihilation, perversion of the other Runes.	The Crimson Bat and other Terrors	—

## AUGMENTING WITH PASSIONS, RUNES, AND SKILLS

	RESULT	EXPERIENCE CHECK?
<b>CRITICAL</b>	Add +50% to the ability for the task/scene/encounter/day, as appropriate.	Yes
<b>SPECIAL</b>	Add +30% to the ability for the task/scene/encounter/day, as appropriate.	Yes
<b>NORMAL</b>	Add +20% to the ability for the task/scene/encounter/day, as appropriate.	Yes
	Adventurer is despondent.	
	<b>Passion:</b> Subtract –10% from all further rolls made for the duration of the situation that brought on the state.	No
<b>FAILURE</b>	<b>Rune:</b> Subtract –20% from all further rolls using that Rune until adventurer can spend a day meditating on the Rune.	
	Adventurer is distraught or wracked with psychic turmoil.	
	<b>Passion:</b> Adventurer is incapable of doing anything other than retreating or hiding. Gamemaster determines how long this lasts.	No. Immediately subtract –1D10% from the Passion or Rune.
<b>FUMBLE</b>	<b>Rune:</b> Adventurer cannot use Rune, that Rune's magic, or even act in its accordance. Gamemaster determines how long this lasts.	

## RESISTANCE TABLE

PASSIVE CHARACTERISTIC	ACTIVE CHARACTERISTIC																					
	1	2	3	4	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	
	1	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140	145	150
	2	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140	145
	3	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140
	4	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135
	05	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130
	06	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125
	07	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120
	08	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115
	09	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110
	10	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105
	11	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100
	12	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95
	13	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
	14	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85
	15	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80
	16	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75
	17	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70
	18	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65
	19	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60
	20	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55
	21	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50

**Note:** The number indicated is the percentage needed for success. A roll of 01–05 is always a success and a 96–00 is always a failure.

## HIT LOCATIONS

### HIT LOCATIONS

D20	HIT LOCATION	DESCRIPTION
1–4	Right Leg	Right leg from hip to foot
5–8	Left Leg	Left leg from hip to foot
9–11	Abdomen	Hip to just under floating ribs
12	Chest	Floating ribs to neck and shoulders
13–15	Right Arm	Entire right arm
16–18	Left Arm	Entire left arm
19–20	Head	Neck and head

### SHIELD HIT LOCATION

SHIELD	AREAS PROTECTED
Small Shield	Shield arm.
Medium Shield	Shield arm and one other hit location (player's choice).
Large Shield	Shield arm and two other hit locations contiguous with each other (player's choice).

## COMMON RUNE MAGIC

SPELL	POINTS	PAGE
Command Cult Spirit	2	41
Dismiss Magic	1+	43
Divination	1+	43
Extension	1+	43
Find Enemy	1	43
Heal Wound	1	44
Multispell	1+	47
Sanctify	1+	48
Soul Sight	1	49
Spirit Block	1+	49
Summon Cult Spirit	1–3	49
Warding	1+	51

## ATTACK & PARRY RESULTS

	CRITICAL PARRY	SPECIAL PARRY	NORMAL PARRY	FAILED PARRY	FUMBLING PARRY
<b>CRITICAL ATTACK VS.</b>	<b>Attacker</b> rolls normal damage.  <b>Defender's</b> parrying weapon takes 1 HP damage if rolled damage is greater than its current HP. Any excess damage goes to affected hit location.	<b>Attacker</b> rolls special damage.  <b>Defender's</b> parrying weapon takes 1 HP damage if rolled damage is greater than its current HP. Any excess damage goes to adjacent hit location, with no armor protection.	<b>Attacker</b> rolls special damage.  <b>Defender's</b> parrying weapon HP reduced by the damage rolled. Any excess damage goes to adjacent hit location, with no armor protection.	<b>Attacker</b> does maximum special damage.  <b>Defender</b> takes damage, with no armor protection.	<b>Attacker</b> automatically hits, does maximum special damage.  <b>Defender</b> takes damage, with no armor protection, and rolls on <b>Fumbles</b> table.
<b>SPECIAL ATTACK VS.</b>	<b>Attack</b> parried or deflected.  <b>Defender</b> rolls parrying weapon's normal damage. Attacking weapon's HP is reduced by 1 HP if damage over its current HP.	<b>Attacker</b> rolls normal damage.  <b>Defender's</b> parrying weapon takes 1HP damage, if damage more than its current HP. Any excess damage goes to the affected hit location.	<b>Attacker</b> rolls special damage.  <b>Defender's</b> parrying weapon takes damage over its HP, with same amount of damage going to adjacent hit location.	<b>Attacker</b> rolls special damage.  <b>Defender</b> takes damage.	<b>Attacker</b> causes special damage.  <b>Defender</b> takes damage and rolls on <b>Fumbles</b> table.
<b>NORMAL ATTACK VS.</b>	<b>Attack</b> parried or deflected.  <b>Defender</b> rolls parrying weapon's special damage. Attacking weapon's HP is reduced by any damage over its current HP.	<b>Attack</b> parried or deflected.  <b>Defender</b> rolls parrying weapon's normal damage. Attacking weapon's HP is reduced by 1 HP if damage over its current HP.	<b>Attacker</b> rolls normal damage.  <b>Defender's</b> parrying weapon takes 1HP damage, if damage more than its current HP. Any excess damage goes to the affected hit location.	<b>Attacker</b> rolls normal damage.  <b>Defender</b> takes damage.	<b>Attacker</b> rolls normal damage.  <b>Defender</b> takes damage and rolls on <b>Fumbles</b> table.
<b>FAILED ATTACK VS.</b>	<b>Attack</b> parried or deflected.  <b>Defender</b> rolls parrying weapon's special damage. Attacking weapon's HP reduced by the damage rolled.	<b>Attacker</b> parried or deflected.  <b>Defender</b> rolls parrying weapon's special damage. Attacking weapon's HP reduced by any damage over its current HP.	<b>Attacker</b> parried or deflected.  <b>Defender</b> rolls parrying weapon's normal damage. Attacking weapon's HP reduced by 1 HP if damage over its current HP.	<b>Attacker</b> misses.  <b>Defender</b> misses.	<b>Attacker</b> rolls normal damage.  <b>Defender</b> takes damage and rolls on <b>Fumbles</b> table.
<b>FUMBLING ATTACK VS.</b>	<b>Attacker</b> rolls on <b>Fumbles</b> table.  <b>Defender</b> rolls parrying weapon's special damage. Attacking weapon's HP reduced by the damage rolled.	<b>Attacker</b> rolls on <b>Fumbles</b> table.  <b>Defender</b> rolls parrying weapon's special damage. Attacking weapon's HP reduced by the damage over its current HP.	<b>Attacker</b> rolls on <b>Fumbles</b> table.  <b>Defender</b> rolls parrying weapon's normal damage. Attacking weapon's HP reduced by 1 HP if damage over its current HP.	<b>Attacker</b> rolls on <b>Fumbles</b> table.  <b>Defender</b> misses.	<b>Attacker</b> rolls on <b>Fumbles</b> table.  <b>Defender</b> rolls on <b>Fumbles</b> table.

## DODGE RESULTS

	CRITICAL SUCCESS	SPECIAL SUCCESS	NORMAL SUCCESS	FAILURE	FUMBLE
<b>CRITICAL DODGE VS.</b>	<b>Attack</b> is dodged successfully.	<b>Attack</b> is dodged successfully.	<b>Attack</b> is dodged.	<b>Attack</b> misses.	<b>Attacker</b> rolls on Fumbles table.
<b>SPECIAL DODGE VS.</b>	<b>Attack</b> does special success damage.	<b>Attack</b> is dodged successfully.	<b>Attack</b> is dodged.	<b>Attack</b> misses.	<b>Attacker</b> rolls on Fumbles table.
<b>NORMAL DODGE VS.</b>	<b>Attack</b> does special success damage, ignores armor.	<b>Attack</b> does special success damage.	<b>Attack</b> is dodged.	<b>Attack</b> misses.	<b>Attacker</b> rolls on Fumbles table.
<b>FAILED DODGE VS.</b>	<b>Attack</b> does maximum special success damage, ignores armor.	<b>Attack</b> does special success damage.	<b>Attack</b> does normal damage.	<b>Attack</b> misses.	<b>Attacker</b> rolls on Fumbles table.
<b>FUMBLING DODGE VS.</b>	<b>Attack</b> does maximum special success damage, ignores armor.	<b>Attack</b> does special success damage.	<b>Attack</b> does normal damage.	<b>Attack</b> does normal damage.	<b>Attacker</b> fails and <b>Attacker</b> rolls on Fumbles table.
	<b>Defender</b> rolls on Fumbles table.	<b>Defender</b> rolls on Fumbles table.	<b>Defender</b> rolls on Fumbles table.	<b>Defender</b> rolls on Fumbles table.	<b>Defender</b> roll on Fumbles table.

# STRIKE RANK TRACKER

## STRIKE RANK 11

11

## STRIKE RANK 12

Held actions, such as aimed attacks, happen this strike rank.

All spirit combat occurs on this strike rank.

If an action takes more than 12 strike ranks, subtract 12. It occurs on the remaining strike rank in the next melee round.

## STRIKE RANK 1

When combat starts, place a token on this spot.

The melee round begins here.

All Rune spells are cast on this strike rank unless boosted with magic points, in which case they occur on SR 1 + 1 per magic point used.

## STRIKE RANK 2

2

## STRIKE RANK 10

10

### STRIKE RANK MODIFIERS

ACTION	STRIKE RANKS
Augmenting with a Rune or Passion	0
Augmenting with a skill	0*
Using a weapon	As per weapon
Preparing a new spell or different weapon	+5
Preparing a weapon, spell	+5
Reloading a missile weapon (bow, crossbow, sling, etc.)	+5
Surprised by foes within 3 meters (3 yards)	+3
Getting up from a prone position	+5
Surprised by foes within 4–9 meters (4–10 yards)	+1
Movement: each 3 meters (3 yards)	+1
Magic points used after the first (which is free)	+1

\* If the task being attempted is a complex or physical one, the gamemaster may determine it takes additional strike ranks, or cannot be accomplished within combat.

## STRIKE RANK 3

3

## STRIKE RANK 9

9

### Missile Weapon Rate of Fire

Strike ranks for missile weapons (bows, missile weapons, etc.) are determined differently than for melee weapons. On the adventurer sheet, consult the SR entry for its rate of fire:

- **1/MR:** One missile per melee round can be thrown/shot, launched on the DEX strike rank.
- **S/MR:** As many missiles as can be fired as the DEX strike rank permits, assuming 5 strike ranks to reload.

## STRIKE RANK 4

4

## STRIKE RANK 8

8

## STRIKE RANK 7

7

## STRIKE RANK 6







6

## STRIKE RANK 5









5

# GLORANTHAN RUNES

## ELEMENTS







NAME	SYMBOL	DESCRIPTION
Darkness		The most ancient Rune, the First Born, from whom all other Elements were born or descended. Darkness was the first Element to arise out of the Primal Chaos.
Water		Water was born of Darkness. As an Element, it is called Son of Darkness, Pathway to the Underworld, and Supporter of the Earth.
Earth		Earth is the third Element, Daughter of the Seas, Mother of the Sky, Wife to Many, Supporter of All. At least half the cults in Glorantha include the Earth in some manifestation or other, as Life-Giver, Stone-Father, Shaker, or Primal Ancestress.
Fire/Sky		The Sky is different from the Air, for Air separates the Sky and the Earth. After his defeat by his son, the Sky has been aloof from mankind, although vestiges of his worship, such as the Sun Dome Temple, are still present in the land.
Air		Air is the Fifth Born, the Son of Earth and Sky (Sky was also the son of Earth). He is the Breaker of Laws, Destroyer of Heaven, Fighter Against Darkness, and Liberator of the Sun. He usually manifests as a storm god, such as Orlanth in Sartar or the Storm Bull of Prax.
Moon		Moon is the Sixth Element, little accepted amongst her peers. Outside the Lunar Empire she has hardly any presence at all, though the Moon is sometimes considered a Condition Rune.

## POWERS







NAME	SYMBOL	DESCRIPTION
Harmony		Said to represent the Divine Harp with which Order was separated from Chaos. It is quite ancient and revered throughout Glorantha.
Disorder		Directly derived from Chaos. Anarchistic cults claim that this was the first step of creation from Chaos, therefore Disorder is the First Born of the Powers and the foundation of the universe.
Stasis		This Rune is closely connected with the art of alchemy, and the dwarves. They claim that this is the First Rune, for it provided the foundation from which all else was created.
Movement		Denotes the ancient wheel. As usual, there are claims for it to be the First Rune, for there would have been no growth from Chaos without it. Folktales speak of the World Bird which escaped from the Maws of Chaos upon this wheel.
Truth		A Rune of the ancient, all-seeing Sky gods. Said to represent the torch that mortals used to escape from Chaos in the Great Darkness and to survive until the Dawn. Yet another candidate for First Rune, for its constancy and order set creation apart from random, unsettled Chaos.
Illusion		The Puppeteer Troupe, the major cult of the Father of Illusion, always claimed that this was the First Rune, for without Illusion, there would be none of us to think we ever were. They refuse to explain further.
Fertility		Symbolizes the Ancient Cup from which the whole world was poured at the dawn of creation. This is the symbol of growth and life.
Death		Known to be the First Sword, the immortal and cursed weapon which the god Humakt used to bring Death to the world. Others claim this to be the first of the Runes, citing the separation of the world from Chaos as the first action in creation.

# GLORANTHAN RUNES

## FORMS

NAME	SYMBOL	DESCRIPTION
Beast		This Rune is also called the Dragon's Eye, and is supposed to represent the armor plate over the eye of a dragon. Dragons are thought to be the progenitors of all beasts (at least those with four or more legs) though no one has had the nerve to ask a dragon about it. It is thought to have originally been a Dragonewt Rune, and its complexity would indicate this.
Man		This Rune represents the humanoid shape and is common among all humanoid races. Some other races interpret it as "slave" or "food." It is said to represent Grandfather Mortal, and numerous folktales are told about him.
Plant		The symbol of the first life upon Glorantha. It is said to symbolize the first Plant god, a son of the Earth and Sea. Many cults have a connection with the Plant Rune, such as Aldrya, whose worship combines the Runes of Earth, Plant, and the Power Rune of Fertility.
Dragonewt		As exotic as the race it represents, it is found only in the Dragon Pass area. Unlike most of the other Form Runes, it is never used with an Elemental Rune.
Spirit		This Rune describes disembodied entities existing in the Spirit World.
Chaos		Descriptive of beings tainted by Chaos. The Chaos Rune might be combined with any other Rune, as nothing is totally safe from its influence.

## CONDITIONS

NAME	SYMBOL	DESCRIPTION
Mastery		This all-purpose Rune can symbolize the mastery of mortals, of magic, or of elements. As the mastery of mortals, it describes a Hero; as the mastery of magic, it symbolizes any cult of reasonable power. The use of such Condition Runes usually masks the true identifying Runes of the cult or person described, although it may also signify the independence of a Hero or powerful magician from cult ties.
Magic		Almost redundant in this magic-rich world, this Rune describes how a cult or individual deals with the power of another Rune. Since it is impossible to deal with Runes without magic, this Rune is especially important.
Infinity		The mark of the gods. One who possesses the Infinity Rune is almost like a god. This Rune is not used lightly, as it implies total control of the power flow around the user, making them invulnerable to almost all magic. It is characteristic of gods, dragons, and the greatest Heroes only.
Luck		Thought to be both an expression of Chaos as well as the stamp of approval of the gods, this Rune is little used, except in the Holy Country, where the Masters of Luck and Death proudly display the symbol of the chance they take with every breath.
Fate		Very few cults use this as an expression of the way of the world. Instead, it is used by downtrodden cultures that have no other explanation for their status, and conversely by those at the top, to justify their own positions.
Law		This Rune describes the immutable laws of the universe and is typically associated with sorcery.