

# RuneQuest Rules 2024

Ignore all Passion %

## Character Generation

The procedure is listed on page 23 of the core rule book but with the following modifiers.

**Step 1:** YES

**Step 2:** ignore

**Step 3:** YES

Page 49 +30 additional points

**Step 4:** YES

## Step 4 Supplemental Rules for pages 55-59

### **Hit Points:**

Average of CON+SIZ

Power 17-20 = +1

Power 21-24 = +2

**Hit locations:** no change

**Death:** Death is reached when hit points reduce to negative CON/3. E.g. if an adventurer has a CON of 12 then they die at -4.

**Healing Rate:** no change

**Damage Bonus:** As per table but 25-28 = +1D2

**Spirit Combat Damage:** no change

**Strike Rank:** Ignore

**Skill Base Chance:** no change

**Move Rate:**

Average Human Movement: 12 metres (6 Squares)

If both STR & DEX less than SIZE: 10 Metres (5 Squares)

If both STR & DEX more than SIZE: 14 metres (7 Squares)

**Skill Category Modifiers:**

<b>Skill</b>	<b>Primary</b>	<b>Secondary</b>	<b>Negative</b>
Agility	Dexterity	Strength Power	Size
Communication	Charisma	Intelligence Power	
Knowledge	Intelligence	Power	
Magic	Power	Intelligence	
Manipulation	Dexterity Intelligence	Strength Power	
Perception	Intelligence	Power Constitution	
Stealth	Dexterity Intelligence		Size Power 2 <sup>nd</sup> Negative

**Step 5:** ignore

**Step 6:** Cult Lore +15, Worship +20, Meditate +5, Cult Skills, +10 to three of these  
2 POW of RUNE SPELLS, 5 pts of Spirit Magic.

**Step 7:** 350 pts to spread out on skills. Max spent on one skill = 45%

**Step 8:** Ignore

**Starting equipment:**

- Check with GM

**Bonus**

- Speak trade talk +25%

