

RUNEQUEST

W R I S O X T . : A ● Y Δ π † ≍ ∇ G ‡ □ III X * ♀

ROLEPLAYING IN GLORANTHA

Conversion Guide

GREG STAFFORD
STEVE PERRIN
JEFF RICHARD
JASON DURALL
AND FRIENDS





APPENDIX CONVERSION GUIDE



PLAYERS AND GAMEMASTERS OF *RUNEQUEST: ROLEPLAYING IN GLORANTHA* (RQ:G) may wish to convert adventurers created under prior editions of *RUNEQUEST* to the rules in these editions. Following are conversion guides for the 2nd and 3rd editions of *RUNEQUEST*, of which the former is currently available in a Classic Edition reprint from Chaosium.

This conversion guide is focused entirely on adventurers, and is not intended to cover all monsters, magic, or other game specific elements. Nor does it provide a means by which *RUNEQUEST: ROLEPLAYING IN GLORANTHA* adventurers can be converted to *RUNEQUEST* 2nd edition (abbreviated as RQ2) or *RUNEQUEST* 3rd edition (RQ3), though such a conversion is entirely possible. These conversion notes only address the core rulebooks for RQ2 and RQ3—it is beyond the scope of this conversion guide to include every skill, spell, and rules variant from these prior game lines.

The guiding philosophy here is to convert adventurers from prior editions in such a way that they are as similar as is possible, without previously-unmentioned personal histories, sudden and dramatic shifts in characteristics, new competence in skills they have not attained prior, and bursting with new magic, essentially unrecognizable from prior exploits. Any judgments about conversions should keep this principle in mind.

CONVERTING *RUNEQUEST* ADVENTURERS

Adventurer conversion between 2nd and this edition of *RUNEQUEST* is relatively easy, with the following principles:

- Most 2nd edition skills are multiples of 5%. These values should remain unchanged on conversion, but will chance once experience modifiers are applied.
- In cases where there is a difference between a RQ2 or RQ3 and a RQ:G value, use the value that favors the adventurer.

BACKGROUND

Adventurers created in prior editions will lack the family and personal histories that make up an important part of an RQ:G adventurer. The gamemaster is suggested to deal with this using one of the following suggested approaches:

- Roll for grandparent, parent, and personal histories, ignoring all modifiers to skills, but applying any modifiers to Passions and any equipment earned.
- Ignore these tables entirely and let players derive backgrounds for their adventurers based on their RQ2 Background roll and any prior background established in play.

As for the rest of the background elements:

- RQ:G does not have an equivalent to RQ2 Background (called Social Class on the adventurer sheet), and this aspect should be ignored. Similarly, the Culture entry for RQ3 is covered by Homeland (see below).
- Nationalities are now Homelands. Apply Rune modifiers (see Runes, below) but ignore any characteristic modifiers.

CULTS

The gods, their cults, and their Runes are for the most part unchanged between editions, though availability of spells, skills trained, and benefits may be different between versions. See each cult's writeup in this rulebook to determine initial spirit magic, Rune spells, and other benefits, and use the new cult descriptions. If a cult spell no longer exists, replace it with an equivalent one, with the gamemaster's approval.

RUNES

Though they are familiar with Runes as a part of their culture, religious, and magical life, RQ2 adventurers are not defined by their affinity to the Runes themselves. RQ2 adventurers should be treated as new RQ:G adventurers when assigning Elemental and Power/Form Rune affinities (Elemental Runes begin at 60, 40, and 20, and Power/Form Runes begin with two at 75/25 and the rest at 50/50, with 50 points distributed as desired), with the following additional considerations:

- Allow the player to distribute 10 points per year the adventurer is over 16, with the normal maximums.
- If the adventurer is a Rune Master (Lord, Priest, or God-talker), they must meet the Rune values required to hold those positions.

As for the Runes themselves, the organization of Runes into Conditions and Powers has changed, and the Fertility Rune is now the Life Rune.

CHARACTERISTICS

Use the following guidelines when converting characteristics:

- **INT and SIZ:** RQ:G adventurers have generally higher values in INT and SIZ on average than their RQ2 counterparts, as those initial values are based on 2D6+6 instead of 3D6. Use the INT/SIZ Conversion table (below) to convert these characteristics.
- Appearance (APP) from RQ3 has been renamed to Charisma (CHA) in RQ:G, as it was in RQ2.

INT/SIZ CONVERSION

RQ2 VALUE	NEW VALUE
3-4	8
5-6	9
7	10
8	11
9	12
10-11	13
12	14
13	15
14	16
15-16	17
17-18	18

Skills Category Modifiers

Skills Category Modifiers should be recalculated according to the RQG formulae, with the following considerations:

- The Attack and Parry categories are now handled by the Manipulation skill modifier (which also addresses the Missile Weapons, Shields, and Natural Weapon Skill Category Modifiers).
- Defense is not used in RQ:G and should be ignored.
- Magic and Agility are new Skills Category Modifiers, and should be calculated for RQ2 adventurers.



SKILL CONVERSION

OLD SKILL	NEW SKILL	SKILL CATEGORY	NOTE
Camouflage	Hide	Stealth	Use the better of Camouflage or Hide in Cover.
Climbing	Climbing	Agility	Determine new base chance and use higher skill value.
Craft	Craft	Manipulation	—
Evaluate Treasure	Evaluate	Knowledge	Add +5 to base skill.
Hide in Cover	Hide	Stealth	Use the better of Camouflage or Hide in Cover.
Hide Item	Conceal	Manipulation	—
Jumping	Jump	Agility	Determine new base chance and use higher skill value.
Lock Picking	Devise	Manipulation	Use the better of Lock Picking or Trap Set/Disarm.
Map Making	Craft (Mapmaking)	Manipulation	—
Move Silently	Move Quietly	Stealth	Combined with Sneak. Add +5 to base skill.
Oratory	Orate	Communication	Add +5 to base skill.
Pick Pocket	Sleight	Manipulation	—
Read Own Language	Read/Write (own language)	Knowledge	—
Riding	Ride (type)	Agility	Pick a mount type.
Sneak	Move Quietly	Stealth	Combined with Move Silently. Add +5 to base skill.
Spot Hidden Item	Scan	Perception	Use the better of Spot Hidden Item or Spot Trap.
Spot Trap	Scan	Perception	Use the better of Spot Hidden Item or Spot Trap.
Swimming	Swim	Agility	—
Throw	Thrown Weapon	Agility	If not a weapon, handle with DEXx5.
Tracking	Track	Perception	Add +5 to base skill.
Trap Set/Disarm	Devise		Combined with Lock Picking. Use better of Lock Picking or Trap Set/Disarm.

Derived Characteristics

When possible, these should be based on the RQ:G values, versus the RQ2 or RQ3 values.

- Hit Points are CON modified by SIZ and POW, as in RQ2.
- Hit Points Per Location are as in RQ2.
- Damage Bonus is determined by the combination of STR+SIZ, rather than their average.

SKILLS

While many skills are equivalent between these two editions, there are significantly more RQ:G skills, and some RQ:G skills appeared in supplemental RQ2/3 material and were not described in the core rulebook.

- If the base chance of the skill is higher in RQ2/3, add the difference in base chances to the new skill value. *For example, Evaluate Treasure (RQ2) has a base chance of (10) while in RQ:G the Evaluate skill has a base chance of (05). Add +5 to the Evaluate skill when converting an RQ2 adventurer to RQ:G. These modifiers are provided below.*

- If a skill is not addressed below, use best judgment on how to convert it, with the gamemaster's approval.

Consult the Skill Conversion table above. If a skill is not described here, it is unchanged. Additional skill changes are described below the table. If the Note entry has a value of “—” the skill is identical in its description.

Knowledge Skills

Knowledge skills have been greatly expanded and include a variety of Lore skills that are not common to RQ2 or 3.

Magic Skills

These are new to RQG and should be added to all converted adventurers. The RQ3 Magic skills are subsumed under the Sorcery magic system and should be converted according to “Sorcery” below.

Combat Skills

Attack and Parry values for weapons are now combined: adventurers should use the higher of either of these values.

SPIRIT MAGIC CONVERSION

OLD SPELL	NEW SPELL	NOTE
Armoring Enchantment	—	Currently unavailable.
Binding	—	Currently unavailable.
Control (Species)	Control (entity)	—
Detect Detection	—	Currently unavailable.
Detect Enemy/Enemies	Detect Enemies	—
Detect Gems	Detect (substance)	—
Detect Gold	Detect (substance)	—
Detect Silver	Detect (substance)	—
Detect Traps	Detect Trap	—
Detection Blank	—	Currently unavailable.
—	Distraction	New spell.
Endurance	—	Now the Invigorate Rune spell.
Harmonize	—	Now the Harmony Rune spell.
Healing/Heal	Heal	—
Invisibility	—	Now the Invisibility Rune spell.
—	Lantern	New spell.
Magic Point Matrix Enchantment	Magic Point Enchantment	—
Mindspeech	—	Currently unavailable.
—	Parry	New spell.
—	Rivereyes	New spell.
—	Sleep	New spell.
Spirit Shield	Spirit Screen	—
Strengthening Enchantment	—	Currently unavailable.
Summon (Species)	Summon (entity)	—
Xenohealing	Heal	Heal now extends to non-humans and animals.

SPIRIT MAGIC

Spirit magic (called battle magic in RQ2) is essentially unchanged, though a significant difference is that resistance rolls are almost always based on POW vs. POW instead of magic points vs. magic points. Adventurers now begin with 5 points of spirit magic appropriate to their cult. See pages 73–79 for these initial spirit magic spell choices.

Use the updated spell descriptions whenever available, and if a spell no longer exists in RQ:G the gamemaster should allow it to be switched for another appropriate spirit magic spell of equal strength, or an equivalent number of points in other spirit magic spells.

If the spell is not in this list, it has the same title and the new version of the spell is used.

Future RQ:G supplements will include additional spirit magic spells, likely some that appeared in prior editions. If allowed by the gamemaster, players can switch back to the “original” spell if desired.

CULTS

A spotlight of the setting, Glorantha’s many cults have been described in prior editions, and RQG will eventually cover most—if not all—of them. Initial releases will focus on cults found in Dragon Pass, and later releases will expand the cult roster as required.



RUNE MAGIC CONVERSION

OLD SPELL	NEW SPELL	NOTE
Armoring Enchantment	—	Not in the core rules.
Blinding	—	(RQ2, Kygor Litor cult spell) Not in the core rules.
Concealment	—	Not in the core rules.
Counter Chaos	—	(RQ2, Kygor Litor cult spell) Not in the core rules.
Create Ghost	—	Not in the core rules.
Crush	—	(RQ2, Zorak Zoran cult spell) Not in the core rules.
Darksee	—	(RQ2, Kygor Litor cult spell) Not in the core rules.
Dismiss Elemental 1/2/3	Dismiss Elemental (type)	—
Divine Intervention	—	Not a spell. See Divine Intervention on pages 272–273.
Elemental Summoning	Summon Elemental (size)	—
Excommunication	—	See the Ban enchantment on page 319.
Extension 1/2/3	Extension	—
Float	—	Not in the core rules.
Heal Constitution	Restore Health	—
Jumping	—	(RQ2, Gerak Kag cult spell) Not in the core rules.
Magic Point Matrix Enchantment	Magic Point Enchantment	—
Mind Link/Mindlink	—	Not in the core rules.
Runepower 1/2/3	—	Not a spell.
Spell Matrix Enchantment	Matrix Creation	—
Spellteaching	—	Not a spell. See <i>Rune Cults</i> chapter.
Stone-biting	—	(RQ2, Stone Biter cult spell) Not in the core rules.
Strengthening Enchantment	—	Not in the core rules.
Summon (Species)	—	See Summon Cult Spirit.
Telekinesis	—	See the Flight Rune spell.
Tree Chopping Song	—	(RQ2, Tree Chopper cult spell) Not in the core rules.
Vision	—	Not in the core rules.
Worship (Deity)	—	See the Worship skill.

Rune Points

Rune spells are now powered by Rune points and magic points, versus prior editions. New adventurers begin with 3 Rune points, and they are earned through sacrifice of POW to the god. The easiest way to determine how many Rune points an adventurer from prior editions should have is to total the number of points of POW the adventurer has sacrificed for Rune spells in RQ2/3 and convert that into Rune Points. The gamemaster and players should use the following additional guidelines:

- If the adventurer is relatively inexperienced, they begin with 3 Rune points for their chosen cult.
- An experienced adventurer should have roughly 6 Rune points for their chosen cult.

- A Rune Master (Rune Priest, Rune Lord, God-talker) should have at least 9 Rune points for their cult.
- For associated cults, divide the primary cult's Rune point total by three, rounding up, with a minimum of 1 Rune point.

The gamemaster and player should adjust these values based on the adventurer's history: a particularly active cult-member may have more Rune points, while a less devout member might have fewer.

RUNE MAGIC

Rune magic (called divine magic in RQ3) has been dramatically revised and is much more common, and can use Rune points to cast any common Rune spells and any

special Rune spells they have learned from their cult. When converting an adventurer from a prior edition, use the following guidelines:

- Beginning adventurers know all common Rune spells (see page 317).
- Beginning adventurers know three special Rune spells for their cult (see the individual cult descriptions in the *Rune Cults* chapter).
- Adventurers that have sacrificed for special Rune spells in a prior edition know those spells, even if that brings the total above three.
- At the gamemaster's discretion, the adventurer can know one additional special Rune spell from their cult per year of age over 21.

Use updated spell descriptions whenever available. If a spell no longer exists in RQ:G, the gamemaster can either ask players to select another spell, or allow it, adapting the spell as needed. If the spell is not in this list, it has the same title and the new version of the spell is used, or it is outside the scope of the core rulebook.

Keep in mind that spells that are not available at this time may be described in later RUNEQUEST sourcebooks.

SORCERY

Sorcery has some aspects in common with the system from RQ3 but has otherwise been replaced completely. A few spells have identical names, but otherwise it is best to consider them completely different systems. The gamemaster should work carefully with the player coming up with a means of converting a sorcery-using adventurer from prior editions, with the following guidelines:

- For fledgling or beginning sorcerers, simply use the guidelines for sorcery-using adventurers presented in **Mastering New Runes or Techniques** (page 384).
- For more advanced sorcerers, the gamemaster should estimate how many skill points to allocate, based on existing total skill ranks in the sorcery skills of Intensity, Duration, Range, and Multispell. It is recommended that each 20% increment (round down) equals mastery of one technique or Rune.
- For starting spells, the player should pick a total number sorcery spells equal to the total of

techniques and Runes mastered. Additional spells can be selected at a cost of 1 point of POW.

EQUIPMENT

- RQ3 weapons and shields use armor points (AP). These are now hit points (HP), and equipment should be adjusted accordingly.
- All equipment (especially weapons and armor) from RQ2 or RQ3 should be updated and replaced with equivalents for cases when an exact match does not exist. Many cultural weapons (main gauche, sai, kukri, naginata) from RQ3 are not used in the Dragon Pass region in Glorantha and are initially not available. However, the gamemaster may allow adventurers to keep these weapons as curiosities, or simply allow them outright.

WEALTH

Prices have been adjusted dramatically. Adventurers from prior editions will be considerably wealthier than their RQ:G counterparts, and the gamemaster may require that adventurers adjust their starting funds.

- Divide RQ2 Lunars (L) by half.
- Divide RQ3 silver pennies by one-third.

Previous editions provided adventurers with fairly large amounts of amounts of treasure. If converting an old adventure, the gamemaster should divide the value of recommended treasure by 10, or adjust as desired.

COMBAT

- Use new values for Strike Ranks.
- Melee and Missile Hit Location tables have been combined.
- Shields now have hit points rather than armor points.

MAGIC ITEMS

These work fundamentally the same as they have in prior editions, and can be used unmodified, with the gamemaster's approval.

Visit the world that changed gaming forever...

WELCOME TO GLORANTHA

IT IS A FANTASY WORLD UNLIKE ANY OTHER— a mythic world of mortals and gods, myths and cults, spirits and elementals, monsters and heroes.

Magic permeates all of existence, and the bonds between tribe, clan, and family are as important as are the relationship between mortals and the gods they worship. Beyond the gods and spirits are the Runes that make and define reality—those who master the Runes can shape the world.

This is Glorantha, the world of *RuneQuest*, and the most acclaimed fantasy RPG setting of all time.

The gods now call upon mortal adventurers to become Heroes and fight for the world's survival.

IT IS YOUR TIME FOR ADVENTURE!

Inside, you'll find:

- A character creation system involves your adventurer into the world, with family, motives, and a personal history
- Rules that let you customize and improve your character the way you want
- Descriptions of the major gods and their cults
- A fast-paced combat system, intense and immersive, where anyone can die in a single blow
- A guide to the Runes and other types of magic, from spirit magic, sorcery, to incredible Rune magic that lets mortals wield the power of the gods themselves
- All the rules you need to play

This new edition of *RuneQuest* marks a triumphant return of the setting and system that have inspired gamers across the world for decades. It is suitable for beginning and experienced gamers alike, as well as Glorantha fans new and old.



CHA4028 \$54.95

ISBN-13: 978-1-56882-502-1

55495



9 781568 825021

PRINTED IN CHINA

For more information about Chaosium and our publications, please visit our website at www.chaosium.com

