

My *RuneQuest* Resources

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Part I
Introduction

Chapter 1

Introduction

I came to *RuneQuest* initially because I wanted to play some tabletop role playing game (TTRPG), and have wanted to do so for quite some time.

When Wizards of the Coast (WotC), decided to change their Open Game License (OGL) retroactively¹, I decided that I was going to get myself something that was not connected with the OGL, and stumbled across Chaosium, and *RuneQuest* (by Chaosium).

I initially wanted to create a new “system” based on the *Basic Roleplaying* system, and still have that in my plans.

I am currently working on getting started to actually play with a friend, and a good part of what this is meant to do, is document the process that I am going through in terms of playing with my friend.

1.1 Character Creation

I have decided to initially start with creating a character, in the hope that by separating character creation as a process, it helps with better understanding how the game works, prior to actually starting to play the game.

Initially when I decided that I wanted to focus on *RuneQuest*, I felt that it would be easy to just start with playing some campaign with the pre-built characters, but between reading the campaign and the quick start guide, it felt that creating a character would end up being a way to start looking, and I am honestly not keen on using pre-built characters in any case (except maybe for non-player characters (NPCs)).

So, we will explain how this process is going, and share the character that I build (and the process of doing so). Then move to looking at what probably ends up extending a one-shot to a two or three session campaign.

¹See licenses in back matter

Part II

Characters

Chapter 2

About Characters

Characters can include adventurers, towns people, and “intelligent monsters.”¹

The adventurers are human as I understand it, though potentially could be expanded to other types of creatures, with different way of interpreting the world.

While I am between sessions, I have been listening to an actual play on YouTube, from Chaosium, and there are Trolls, who I would consider to be characters under this understanding.

Most of what I’m talking about will probably be player characters (PCs), and non-player characters (NPCs), who might play along with the PCs adventurers.

Initially I want to talk about the creation of characters, as that is the process that I am currently following.

¹This probably needs to be expanded or clarified.

Chapter 3

Character Creation

This has been a more involved process than I expected, but a big part of why that has been the case, is because I haven't done any of this while directing it with other people.

I have created characters in other systems, either on my own, or with someone else leading it as the game master. That ends up being a different process.

This very much has been a more "methodical" approach, in part because not knowing the process in any way, it has lead to me having to read it on my own.

3.1 Steps

This brief description is almost directly from *RuneQuest Roleplaying in Glorantha*(Table 3.1):

Homeland is important in RuneQuest, as it helps to determine a variety of cultural aspects such as customs, language, and religion. In my playing at this point, I am not restricting, or recommending a given homeland.

The homelands that exist in the world of RuneQuest are: Sartar, Esrolia, Grazelands, Prax, Lunar Tarsh, and Old Tarsh.

My character is Old Tarsh.

- **Step 1: Homeland.** chose your adventurer's Homeland.
- **Step 2: Family History.** Develop the family history for your adventurer, and their own history prior to their life of adventure.
- **Step 3: Rune Affinities.** Choose your adveturer's Runes. These quantify your adventurer's connection to specific Runes and drive personality and social impulses.
- **Step 4: Characteristics.** Determine characteristics and secondary attributes.
- **Step 5: Occupation.** Choose your adventurer's occupation.
- **Step 6: Cult.** Choose your adventurer's cult.
- **Step 7: Personal Skill Bonuses.** Allocate personal skill bonuses.
- **Step 8: Other Information.** Give your adventurer a name and determine other information needed, such as gender, equipment, family heirloom, et cetera.

Table 3.1: Character Creation Steps[1] p. 23

Chapter 4

Character Information

This may have multiple characters in it, as I create more, but for now I am creating a single character while I am working with my friend to have them create a character along side me.

I may have the information for their character added, if they desire to share that here.

4.1 First Character

I'm currently calling this, "First Character," as I have nothing further to say about who this character is. As I develop the character this may change.

4.1.1 Homeland[1] p. 26

—¹

This Character is from Old Tarsh, they are centred on the foothills of Mount Kero Fin, and refuse to acknowledge the Lunar dynasty of Tarsh.

They remain loyal to the Shaker Priestess. They were once the core of the Kingdom of Tarsh.

The tribes of Old Tarsh have become marginalised, and survive by hunting and raiding.

— Cultural Skills — I have not looked at these yet.

— Full Writeup — Again not looked at.

Cultural Stereotype: Old Tarshites are poor, but proud and fierce.

They view themselves as the rightful rulers of Tarsh, and see Lunar Tarshites as temporary usurpers.

They are notorious for being both vengeful and indulgent.

Common Cults:² Maran Gor, Orlant, Ernalda, Odayla.

Suggested Occupations:³ Bandit, Herder, Hunter, Warrior.

4.1.2 Passions

These at this time, are largely determined by the homeland, though some of the passions we've determined have come from going through the family history.

Much of what I have done to this point, has been focused largely on allowing the "dice to determine the outcomes." Ie. while I could have decided to create a character that felt like a character which was designed for me, I have based it largely on the rolls of dice.

Part of my reasons for doing the rolls of dice, rather than trying to create a character to suit me, this may be a character that I can feel comfortable giving to a player to play, or one which I'll play as an NPC.

¹Most is from this info, but will use my own wording, and expand as character develops.

²not determined cult at this time.

³not determined yet

- **Love (family):** 60%
- **Loyalty (clan):** 60%
- **Loyalty (Shaker Temple):** 60%
- **Devotion (????⁴):** 70%
- **Hate (Lunar Emprie)⁵:** 60%

Table 4.1: Character Passions

King Tarkalor and his wife the Feathered Horse Queen, went to war with the Lunar Empire to avenge the old Tarshites. They were aided by Praxian and Esrolian mercenaries and volunteers. The Red Emperor personally lead the Lunar Army and when the armies met at the Battle of Gruzzket Peak, the Lunar Army swept the field with their vastly superior magicians. Both King Tarkalor and his Queen were killed. Of special note your parents were born this year.

Table 4.2: Year 1582 History[1] pp. 29-30

4.1.3 Family History

This has two options if you do not wish to go through the entire process from 1561 to 1625. One is to simply skip the section, the other is to start at 1622, only looking at your own history.

While doing this in person, I started at 1622, but am going to round that out for this character starting at 1561.

Grandparent's History

This refers to the “most important grandparent,” and it may potentially be expanded to look at the other grandparents I would think.

Occupation: Warrior

Year 1561

Grandparents are born.⁶

Year 1582

—⁷

Events:

Grandparent was present at the Battle of Grizzly Peak, and was killed by Lunar spirits. Gain Hate (Lunar Empire)

Year 1597

Events:

Grandparent (second most prominent one?) dies in an accident.

⁶It seems odd that everyone's grandparents get born the same year.

⁷that's a big skip.

Lunar assassins killed members of the Sartar royal house in the Holy Country, and many got entangled in the cycles of murder and vengeance.

Table 4.3: Year 1597 History[1] p. 30

The Lunar army invaded the kingdom of Sartar with great success, although at high cost, seizing the supposedly impregnable capital city by force and extinguishing the Flame of Sartar that united the legendary kingdom.

Table 4.4: Year 1602 History[1] p. 31

After the Boldhome Campaign, the Lunar Empire dominated Dragon Pass. Old rivalries reignited, and the Lunar authorities encouraged the tribes to kill each other off.

1604 is the year of the adventurer's birth.

Table 4.5: Years 1603-1604 History[1] p. 31

Year 1602

Events:

Participated in Boldhome Campaign, and survived.

Grandparents are, around 41 years old and parents are around 20 years old.

Interim Years 1603-1604

Events:

Uneventful, things progress as per usual.

Year 1605

Events:

Another normal year. Nothing of note has happened.

Parent's History

Occupation: Bandit (16%), Hunter(10%), Herder(43%), Bandit(57%), Warrior(19%)⁸(just some ideas as to what it might be, life events may change this.)

Year 1608

This was a normal year, nothing really of note happened.

⁸(

A major thrust by the Lunar army to invade the Holy Country, striking heavily populated Esrolia. Countering with magical strength, the god-king Belintar stopped the Lunars by inflicting a decisive and humiliating defeat.

Table 4.6: Year 1605 History[1] p. 32

The Lunar Empire invaded Prax. The Lunar army hopped from oasis to oasis but was raided and harried until it accepted peach before being allowed to enter the Paps. Despite propaganda, this was a nomad victory.

Table 4.7: Year 1608 History[1] p. 33

Part III
Adventures

Chapter 5

Adventures

Part IV
Game Play

Chapter 6

Game Play

Part V
Conclusions

Chapter 7

Our Closing Thoughts

Appendices

Appendix A

No idea what we're putting here

Appendix B

References

This should have the references/bibliography, I hope it works.

References

- [1] Jeff Richard and Greg Stafford and Jason Durall and Steve Perrin. *RuneQuest Roleplaying in Glorantha*. English. Chaosium Inc., 2018. 445 pp.

Part VI

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Appendix C

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Initially released in 2000, for content which uses the System Reference Document (SRD), as the basis of content to be played with other D&D content.

In June 2008, Wizards of the Coast (WotC), release D&D 4th Edition, under the Game System License (GSL), which is incompatible with the OGL, but it remained in use.

In January 2016, WotC, released D&D 5th Edition, returning to the OGL.

Between August 2022, and January 2023, there was debate as to whether the previous (OGL1.0a) version would be allowed to be used, as WotC engaged in various releases/reporting suggesting they would be disallowing it, and possibly even retroactively relicensing content under it to a new license.

In response to this, Paizo created the Open RPG Creative License (ORC), to help prevent any company (including themselves or derivatives of themselves), making decisions such as this.

Some versions of RuneQuest have been licensed under OGL, and current versions are licensed under ORC.

C.3 Open RPG Creative License (ORC)

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