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RUNEQUEST

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ERRATA & CLARIFICATIONS

This document contains errata and clarifications for RUNEQUEST 6th edition.

A few mistakes inevitably crept into the final manuscript, and we have provided corrections in the following pages. We have also taken the opportunity to provide clarifications to certain rules where the intent may have been misunderstood. The bulk of these clarifications are offered as new sidebars, although some require only the changing of a word here and there.





ERRATA & CLARIFICATIONS

PAGE 14: HEIGHT AND WEIGHT.

First paragraph, second sentence: 'heavy' replaces 'stocky'.

PAGE 18: 1. CHARACTERISTICS.

Add the following text: 'Results may be allocated in the order listed, or distributed as the Games Master and players agree.'

PAGE 36: ANATHAYM'S SAGA.

Anathaym's Love (Kara) Passion should be 61%.

PAGE 40: EXAMPLE CAREERS BY CULTURAL BACKGROUND TABLE

Add the Farmer career to the Barbarian column. The 'Smith' career should be deleted from all columns.

PAGE 67: ACROBATICS SKILL

The fourth sentence should read: 'If trying to mitigate damage from an unexpected fall, a successful Acrobatics reduces the distance as explained on page 118, Falling.'

PAGE 67: NEW SIDEBAR

The following sidebar has been added:

Binding Specialities

Depending on how the campaign setting is designed, the Binding skill can be as specialised or broad as required.

For example, in a world where all shaman access the same spirits there is no need for any specialisation, allowing them to bind whatever spirits they can find.

Conversely in a world where there are many different animistic cults, each focused on a particular totem, it may be desirable to limit the knowledge of practitioners to binding specific spirit types - for instance an evil shamanic tradition may only be able to bind and control sickness and curse spirits.

PAGE 70: NEW SIDEBAR

The following sidebar has been added:

General versus Specific Healing

Healing is generally learned as a method of treating a specific species - such as humans or a type of animal one cares-for. Although there is no problem in having an omni-purpose Healing skill, making it specific may better reflect the cultures and traditions of certain communities.

PAGE 75: NEW SIDEBAR

The following sidebar has been added:

General versus Specific Teaching

Depending on the amount of complexity Games Masters wish to introduce, teachers may specialise in a particular area or range of subjects.

For example, Kara's philosophy teacher specialises in Teach (Meerish Philosophy). This covers the teachings of the great Meerish philosophers, historians and cult priests.

If treated in this way Teach can function almost as a Combat Style, encompassing several different skills or areas of study. A thieves' cult might employ teachers who instruct in the related arts of Disguise, Stealth and Sleight, under the Teach (The Hidden Path) skill.

Cults frequently employ teachers who train their members in specific cult skills (see page 289 of the Cults and Brotherhoods chapter).

PAGE 89: ARMOUR TABLE

The Armour Penalty value for Plated Mail should read 9 (Suit ENC/Cost/Armour Penalty Column).

PAGE 91: TOOLS TABLE

Chest, Large should read 'holds up to 100 ENC' cost 80 SP

Chest, Small should read 'holds up to 50 ENC' cost 40 SP

Lockbox has an ENC of 1-4, depending on size, and costs between 75 and 250 SP.

PAGE 94: ONE-HANDED WEAPONS TABLE

Add the 'Thrown' trait to Net, Shortspear and Trident.

PAGE 98: RANGED WEAPONS TABLE

The range values for Staff Sling and Thrown Rock have been transposed:

Staff Sling should be: 5/25/50

Thrown Rock should be: 5/10/20

PAGE 99: SIEGE WEAPONS TABLE

Add the 'Long' column to Range:

Scorpion	300m
Ballista	400m
Mangonel	500m
Onager	600m
Couillard	700m
Trebuchet	800m

PAGE 100: NEW SIDEBAR

The following sidebar has been added:

Price for Enhancements

Items benefitting from enhancements should come at a higher cost. As a general rule, a single enhancement increases the item's value by 25%. An item benefitting from two enhancements would therefore be an additional 50% more expensive.

PAGES 100 AND 101: VEHICLES

The first sentence of the second paragraph of the Vehicles section should read: 'The amount a vehicle can carry in terms of the number of driver(s) and passengers and cargo, is indicated in the Load column.'

The Vehicles table on page 101 should now have the ENC values as follows:

Vehicle	Occupants/ Load ENC
Two wheeled cart (hayrick, ox cart or similar)	6/80
Two wheeled wagon (goods cart, carriage or similar)	10/150
Four Wheeled Freight wagon	10/250
War Chariot	2/30
Sedan Chair (carried by humans)	1/20
Palanquin (carried by humans)	4/60
Stage Coach (covered and comfortable)	8/500
Heavy Coach (covered and comfortable)	12/1000

PAGE 106: ARMOUR EFFECTS ON MOVEMENT

The second column header should read 'Modified Movement'.

PAGE 119: PHYSICAL EFFORT.

Add the below sentence to the end of the first paragraph of this section: 'Each failed roll accrues one level of fatigue.'

In the table, the three types of Physical Effort now have the Skill Rolls on the table on page 4 overleaf:

PAGE 124: GROUP LUCK POINTS

The first sentence of the section should read: 'The Personal Contacts section on page 35 describes how, when characters form personal connections during character creation,

PHYSICAL EFFORT TABLE

	How Long?	Example	Skill Roll
Light	CON in hours	Activity that places no strain on the body. All reasonable activities at a steady pace.	Very Easy grade roll vs either Athletics, Brawn or Endurance according to the task (Athletics for exercise; Brawn for heavy lifting; Endurance for general activities).
Medium	CON in minutes	Manual labour; sustained physical exercise.	As above, but at Easy grade.
Strenuous	CON in seconds (rounded up to the nearest Combat Round)	Combat; struggling against the elements; physical activity in adverse circumstances	Standard grade roll vs either Athletics, Brawn or Endurance according to the task (Athletics for exercise; Brawn for heavy lifting; Endurance for Combat).

the group as a whole gains a pool of Luck Points distinct from those available personally.'

PAGE 138: MOVE

Add the following sentence to the end of the section: *'Move is not necessary to initiate engagement. See the sidebar on page 140.'*

PAGE 140: NEW SIDEBAR

The following sidebar has been added:

Movement

The Move Combat action (see page 138) is not required for every instance of movement during combat.

One does not need to spend an Action Point on Move to engage an opponent. For instance, a character crossing an open field to engage a group of archers would spend 1 Action Point to cover the distance. He would not, though, need to spend a further Action Point to initiate combat with one of the archers when he reaches their vantage point. He may use his next turn solely for his attack roll.

To summarise, use the Move Combat Action for:

- ⇒ *Moving up towards a combat*
- ⇒ *Perform a dramatic action within combat (swing from a handy chandelier, for example)*
- ⇒ *Move is not necessary to engage an opponent*

PAGE 141: NEW SIDEBAR

The following sidebar has been added:

Delay and Interrupt

Delay is intended to be a way of allowing a character to conserve all of their Action Points in a Round for reactive actions; for example parrying.

Interrupt, on the other hand, is intended to permit pre-emptive actions which could, but do not necessarily, involve combat, such as slamming a door shut, knocking a siege engine off target, waiting for the clear shot, and so on. It is also worded to allow characters to intercept those that try to dodge or pass close by them.

Neither Delay nor Interrupt are intended to be used as a way of gaining an Action Point advantage over a closing opponent: it is not in the spirit of the rules to permit the withholding of actions until engagement has been initiated.

PAGE 154: PASSIVE BLOCKING

Add the following sentence to the end of the section: *'Crouching down behind a shield allows a character to double the number of locations covered whilst passive blocking.'*

PAGE 167: CONDITION RUNES

The first paragraph should read: *'There are four main conditions: Infinity, Magic, Mastery and Communication.'*

PAGE 191: HEAL

The last sentence of the Heal spell should read: *'Against Serious or Major Wounds no Hit Points are recovered. However the spell will stabilise locations, stop all bleeding and prevent imminent death from inattention.'*

PAGE 196: CAREER SPECIFIC FOLK MAGIC TABLE

All instances of the spell 'Endurance' have been replaced with 'Vigour'. Furthermore all instances of the spell 'Disguise' have been replaced with 'Incognito'.

PAGE 207: USING A FETISH

The third paragraph, fourth sentence now reads: *'If dismissed or destroyed, the spirit is gone for good until a replacement can be summoned.'*

PAGE 207: NEW SIDEBAR

The following new sidebar has been added.

Terminology Regarding the Use of Fetishes

Some of the terms used to describe how animism works can be confusing, due to their similarity. Thus the following words have a specific meaning in the context of animistic magic.

Released – Spirits which have been temporarily let out of their fetish, but are still chained to it. Released spirits can be recalled back into the fetish.

Unbound – Spirits which have been irrevocably unchained from the fetish, either as an act of manumission or by breaking the object. Unbound spirits cannot be recalled back into the fetish, even if it remains intact.

Dismissed – Spirits that have been sent away, either due to being Unbound or because they succumbed to enemy magic. Dismissed spirits are gone for good.

PAGE 208: USING A FETISH

Fourth paragraph, final sentence should now read: *'Owners can only manumit a spirit from its bondage if their Binding skill is capable of handling the POW of the shackled spirit.'*

PAGE 211: TABLE

The title of the table at the top of the page has been changed to 'Commanding an Unbound Spirit'

PAGES 262–263: KARA'S SAGA

This is repeated text and should be deleted.

PAGE 266: BERSERK

The second sentence of the second paragraph of the Berserk miracle should read: *'However the berserker automatically succeeds in resisting any Special Effect used against him.'*

PAGE 267: CONSECRATE

The final sentence of the first paragraph should read: *'In exceptional circumstances it can be cast on cult artifacts - as in the example for Anathaym's Saga on page 278.'*

PAGE 270: EXTENSION

The third sentence of the Extension miracle should read: *'Other than reducing the theist's devotional pool by several Magic Points (three for Extension and one or more for the extended miracle) the miracle has no other maintenance requirements; unless the Games Master wishes to add any to match his setting.'*

PAGE 291: BULLET POINT 3

The last sentence should read: *'For Mystics, against Meditation.'*

PAGES 300 AND 301: TEMPLE AND SHRINE FACILITIES TABLES

All references to the Evoke skill should read *'Exhort'*.

PAGE 335: BASILISK

The Head Hit Location is missing. It should read: *'19-20 Head 1/4'*

PAGE 352: ELEMENTALS

Movement rates were omitted. They are as follows: *Gnome 6 metres, Salamander 8 metres, Sylph 10 metres, Undine 8 metres.*