

Character Creation Notes : (RuneQuest: Avalon Hill (3rd edition))

Author's Notes: When trying to develop this document I was trying to figure out how to handle the culture of Karameikos. I will be using RuneQuest Deluxe edition-Avalon Hill (RQDE). While working on this I kept to the following assumptions:

Rune-Quest has it's own versions of several Monsters as well as those Unique to the game itself. When in doubt I will favor the RQ versions or substitute where applicable.

Races/ Cultures:

Races:	Culture:
Human	Traldarans: Barbarian (Traldaran Families, think Slavs)
	Thyatian: Civilized (State-Think Holy Roman Empire)
	Karameikan: Civilized/Barbarian (Pick One)(State-these are normally Thyatian/Tranldaran cross-breeds)
	Hattians: Civilized (Hessian/Germanic)
	Darokinians: Civilized (Russian-ish)

Nonhumans:

Beast Men(Broo):	Replace DnD Gnolls/Beast men (RQDE4p.11
Centaurs:	(RQDE 4 p.12 for professions)
Dwarves:	Rock Dwarves: (Dwarves: RQDE 4 p. 16)
Gnomes:	Are Earth Elementals in RuneQuest,
Personally I would substitute Ducks. (RQDE 4 Pg. 15)	
Elves:	Calarii (Wood Elves-Brown skinned)
	Vyalia (High Elves-Light Skinned)
	(RQDE 4 p. 20)
Halflings:	(Known as "Hinns" (RQDE 4 p. 24))
Ogres:	These Evil beings live secretly among
humans of various cultures. They can chose to be barbaric, Civilized, nomads or	
Primitives. (RQDE 4 p. 31)	
Orcs/Goblins:	((RQDE 4 p. 32) Lesser Orcs are
"Goblins")	
Trolls:	Dark trolls replace Bugbears
	Care Trolls replace DnD Trolls
	(RQDE 4 Pg. 38)

Once the race has been chosen, The player then rolls for their characteristics, the player then rolls for his parents Occupation, and later his own if want to pursue another occupation. Parental Occupations may be chosen by the player if there is a specific reasons. (Conversion note: Rune-Quest does not use "Classes" therefore I would use the character description to give the character the best occupation that fits.

(

Age: next we decide on the characters age, for Grand Duchy of Karmeikos:

Roll 2d6 +11 to determine the characters starting age. This assumes that the PC's have or are undergoing the Shearing (GAZ1 Pg. 6) at the start of the campaign. If you wish to play a younger character roll 1d6 + 13. Since many Thyatians have adopted this practice, they also start here.

Starting Cash: the default coinage in Rune-Quest is copper Pennies., To get the dnd coinage assume the following: 100 pennies = 1 Silver, 10 silvers = 1 gold.