



RUNEQUEST

W R X Z O X + : . A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

ROLEPLAYING IN GLORANTHA



Name _____ Birth Year _____ Age _____ Occupation _____ Ransom _____ (L)
 Gender _____ Homeland _____ Reputation _____ Standard of Living _____ Base Income _____ (L)
 Tribe _____ Clan _____ Campaign _____ Player _____

ARMOR AND HIT LOCATIONS

HEAD 19-20
AP _____ HP _____

R. ARM 13-15
AP _____ HP _____

L. ARM 16-18
AP _____ HP _____

CHEST 12
AP _____ HP _____

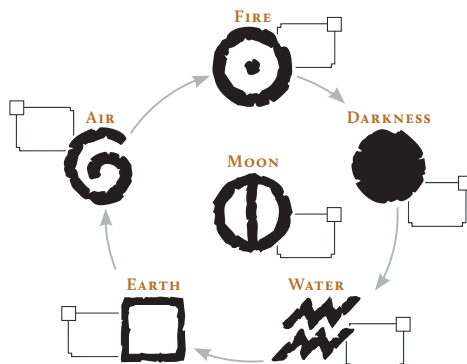
SHIELD
SKILL _____ HP _____ DMG _____

ABDOMEN 9-11
AP _____ HP _____

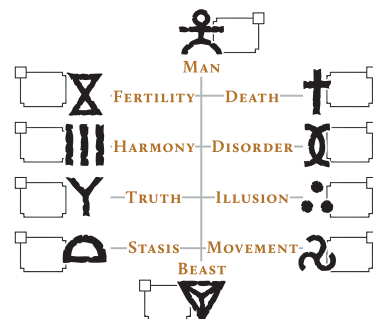
R. LEG 1-4
AP _____ HP _____

L. LEG 5-8
AP _____ HP _____

ELEMENTAL RUNE AFFINITIES



POWER RUNE AFFINITIES



CHARACTERISTICS

STR _____ CON _____ SIZ _____ DEX _____
 INT _____ POW _____ CHA _____

Damage Bonus _____ SIZ SR _____ DEX SR _____ Healing Rate _____ /week

PASSIONS

Honor ☐

_____ (_____) _____ ☐

_____ (_____) _____ ☐

_____ (_____) _____ ☐

_____ (_____) _____ ☐

_____ (_____) _____ ☐

_____ (_____) _____ ☐

WEAPONS

Melee	%	DMG	ENC	HP	SR
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

Missile	%	DMG	ENC	HP	Range	Rate
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

COMBAT NOTES

Hit Points												
DEAD	0	1	2	3	4	5	6	7	8	9	10	11
	12	13	14	15	16	17	18	19	20	21	22	23
	24											

CULTS

Cult _____ Rank _____

RUNE POINTS _____ 0 1 2 3 4 5 6 7 8 9 10 11 12

Sub- or Associated Cults _____

Cult _____ Rank _____

RUNE POINTS _____ 0 1 2 3 4 5 6 7 8 9 10 11 12

SPIRIT COMBAT

Spirit Combat ☐ Spirit Combat Damage _____

Notes _____

SPIRIT MAGIC

_____ CHA Limit _____

RUNE MAGIC

SORCEROUS RUNES AND TECHNIQUES

_____ Free INT _____

MAGIC POINTS

UNC	0	1	2	3	4	5	6	7	8	9	10	11
	12	13	14	15	16	17	18	19	20	21	22	23
	24											

MAGIC NOTES





FAMILY

GRANDPARENTS

Grandfather _____ Dead? ☐
Grandmother _____ Dead? ☐

AUNTS & UNCLES

_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐

FAMOUS ANCESTORS

PARENTS

Father _____ Dead? ☐
Mother _____ Dead? ☐

SIBLINGS

_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐

CLAN & TRIBAL LEADERS

FAMILY EVENTS

MARRIAGE

MARRIAGE TYPE

STATUS

CHILDREN

Spouse _____ G _____ Dead? ☐
Spouse _____ G _____ Dead? ☐
Events _____

_____ G _____ Dead? ☐ _____ G _____ Dead? ☐
_____ G _____ Dead? ☐ _____ G _____ Dead? ☐
_____ G _____ Dead? ☐ _____ G _____ Dead? ☐

HOLDINGS

HARVEST

MODIFIER

HOUSEHOLD

Last Year's Omen _____
Raiding _____
Heroquest _____
Previous Year's Harvest _____
Next Year's Omen _____

Description _____

_____ Hides _____
Tenant(s) _____

ADVENTURER INCOME

Base Income _____ L Special Notes _____

MOUNT | ELEMENTAL | ALLY

NAME _____	TYPE _____	ATTACK	%	DAMAGE	RANGE	SR	PTS	LOCATION	D20	ARMOR/HP					
STR _____	CON _____	SIZ _____	DEX _____	INT _____						/					
POW _____	CHA _____	MOV _____	HP _____	MP _____						/					
DAMAGE BONUS _____	DEX SR _____	SIZ SR _____								/					
PASSIONS _____		SKILLS _____								/					
RUNES _____	PTS _____									/					
MAGIC _____										/					
		HIT POINTS	DEAD	0	1	2	3	4	5	6	7	8	9		/
NOTE _____	RANSOM _____ (L)	10	11	12	13	14	15	16	17	18	19	20	21		/



ADVENTURER BACKGROUND WORKSHEET

HOMELAND

Homeland _____

BASE PASSIONS

Love (family) _____

Loyalty (clan) _____

Loyalty (tribe) _____

Hate _____

Other _____

PARENTAGE

Favored Grandparent _____

Occupation _____

Favored Parent _____

Occupation _____

Other Grandparent _____

Occupation _____

Other Parent _____

Occupation _____

FAMILY HISTORY

FAVORED GRANDPARENT'S HISTORY

If killed, stop and move to Favored Parent's History, or continue using your other grandparent.

YEAR	EVENT	RESULTS	FATE
1561	Your favored grandparent was born by this year.		
1582			Killed? <input type="checkbox"/>
	Your parents were born by this year.		
1597			Killed? <input type="checkbox"/>
1602			Killed? <input type="checkbox"/>
1603-4			Killed? <input type="checkbox"/>
	Your parents are married by now, if at all. Your adventurer was born sometime in 1604.		
1605			Killed? <input type="checkbox"/>

If your favored grandparent survives this long, they retire from adventuring. Now your favored parent begins adventuring. Determine your mother's and father's siblings, if desired. See the Family section on the Family & Holdings sheet.

FAVORED PARENT'S HISTORY

If killed, stop and move to Your History, or continue using your other parent. Determine your siblings, if desired.

YEAR	EVENT	RESULTS	FATE
1608			Killed? <input type="checkbox"/>
1610			Killed? <input type="checkbox"/>
1613			Killed? <input type="checkbox"/>
1615			Killed? <input type="checkbox"/>
1616			Killed? <input type="checkbox"/>
1618			Killed? <input type="checkbox"/>
1619			Killed? <input type="checkbox"/>
1620			Killed? <input type="checkbox"/>
1621			Killed? <input type="checkbox"/>

If your favored parent survives this long, they retire from adventuring. Congratulations! It's time for your own history.

YOUR HISTORY

You come of age and your adventures begin.

YEAR	EVENT	RESULTS
1622		
1623		
1624		
1625		

Now it's time for new adventures!

TREASURE AND BOONS

FAMOUS ANCESTORS AND REPUTATION

