

RUNEQUEST

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

HEAD 19-20

AP _____
HP _____

ARMOR & HIT LOCATIONS

R. ARM 13-15

AP _____
HP _____

L. ARM 16-18

AP _____
HP _____

SHIELD

PARRY _____
HP _____
DMG _____

CHEST 12

AP _____
HP _____

ABDOMEN 9-11

AP _____
HP _____

R. LEG 1-4

AP _____
HP _____

L. LEG 5-8

AP _____
HP _____

ELEMENTAL RUNE AFFINITIES

FIRE

AIR

MOON

DARKNESS

EARTH

WATER

POWER RUNE AFFINITIES

MAN

FERTILITY

DEATH

HARMONY

DISORDER

TRUTH

ILLUSION

STASIS

BEAST

MOVEMENT

CHARACTERISTICS

STR _____ CON _____ SIZ _____ DEX _____

INT _____ POW _____ CHA _____

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

PASSIONS

Honor ☐

(_____)	_____	<input type="checkbox"/>
(_____)	_____	<input type="checkbox"/>
(_____)	_____	<input type="checkbox"/>
(_____)	_____	<input type="checkbox"/>
(_____)	_____	<input type="checkbox"/>
(_____)	_____	<input type="checkbox"/>
(_____)	_____	<input type="checkbox"/>

WEAPONS

Melee _____ % DMG ENC HP SR _____

_____	_____	_____	_____	_____	_____	<input type="checkbox"/>
_____	_____	_____	_____	_____	_____	<input type="checkbox"/>
_____	_____	_____	_____	_____	_____	<input type="checkbox"/>
_____	_____	_____	_____	_____	_____	<input type="checkbox"/>

Missile _____ % DMG ENC HP SR _____

_____	_____	_____	_____	_____	_____	<input type="checkbox"/>
_____	_____	_____	_____	_____	_____	<input type="checkbox"/>
_____	_____	_____	_____	_____	_____	<input type="checkbox"/>

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	

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

RUNE MAGIC

SORCEROUS RUNES & TECHNIQUES

Free INT _____

SPIRIT COMBAT

Spirit Combat ☐ Spirit Combat Damage _____
Notes _____

SPIRIT MAGIC

CHA Limit _____

ABILITY

Ability	Modifier	
Boat (05)		<input type="checkbox"/>
Climb (40)		<input type="checkbox"/>
Dodge (DEX x2)		<input type="checkbox"/>
Drive (05)		<input type="checkbox"/>
Jump (DEX x3)		<input type="checkbox"/>
Ride () (05)		<input type="checkbox"/>
Swim (15)		<input type="checkbox"/>

COMMUNICATION

Communication	Modifier	
Act (05)		<input type="checkbox"/>
Art (05)		<input type="checkbox"/>
Bargain (05)		<input type="checkbox"/>
Charm (15)		<input type="checkbox"/>
Dance (10)		<input type="checkbox"/>
Disguise (05)		<input type="checkbox"/>
Fast Talk (05)		<input type="checkbox"/>
Intimidate (15)		<input type="checkbox"/>
Intrigue (05)		<input type="checkbox"/>
Orate (10)		<input type="checkbox"/>
Sing (10)		<input type="checkbox"/>
Speak Other Language		
() (00)		<input type="checkbox"/>
() (00)		<input type="checkbox"/>
Speak Own Language		
() (50)		<input type="checkbox"/>

KNOWLEDGE

Knowledge	Modifier	
Alchemy (00)		<input type="checkbox"/>
Animal Lore (05)		<input type="checkbox"/>
Battle (10)		<input type="checkbox"/>
Bureaucracy (00)		<input type="checkbox"/>
Celestial Lore (05)		<input type="checkbox"/>
Cult Lore		
() (05)		<input type="checkbox"/>
Customs (local) (25)		<input type="checkbox"/>
Customs () (00)		<input type="checkbox"/>
Elder Race Lore (05)		<input type="checkbox"/>
Evaluate (10)		<input type="checkbox"/>
Farm (10)		<input type="checkbox"/>
First Aid (10)		<input type="checkbox"/>
Game (15)		<input type="checkbox"/>
Herd (05)		<input type="checkbox"/>
Homeland Lore (own) (30)		<input type="checkbox"/>
Homeland Lore		
() (00)		<input type="checkbox"/>
Library Use (00)		<input type="checkbox"/>
Manage Household (00)		<input type="checkbox"/>
Mineral Lore (05)		<input type="checkbox"/>
Peaceful Cut (10)		<input type="checkbox"/>
Plant Lore (05)		<input type="checkbox"/>
Read/Write		
() (00)		<input type="checkbox"/>
Shiphandling (00)		<input type="checkbox"/>
Survival (15)		<input type="checkbox"/>
Treat Disease (05)		<input type="checkbox"/>
Treat Poison (05)		<input type="checkbox"/>

MAGIC

Magic	Modifier	
Meditate (00)		<input type="checkbox"/>
Prepare Corpse (10)		<input type="checkbox"/>
Sense Assassin (00)		<input type="checkbox"/>
Sense Chaos (00)		<input type="checkbox"/>
Spirit Combat (20)		<input type="checkbox"/>
Spirit Dance (00)		<input type="checkbox"/>
Spirit Lore (00)		<input type="checkbox"/>
Spirit Travel (10)		<input type="checkbox"/>
Understand Herd Beast (00)		<input type="checkbox"/>
Worship		
() (05)		<input type="checkbox"/>
() (05)		<input type="checkbox"/>

MANIPULATION

Manipulation	Modifier	
Conceal (05)		<input type="checkbox"/>
Craft () (10)		<input type="checkbox"/>
() (10)		<input type="checkbox"/>
Devise (05)		<input type="checkbox"/>
Play Instrument () (05)		<input type="checkbox"/>
Sleight (05)		<input type="checkbox"/>

PERCEPTION

Perception	Modifier	
Insight (own species) (20)		<input type="checkbox"/>
Insight () (00)		<input type="checkbox"/>
() (00)		<input type="checkbox"/>
Listen (25)		<input type="checkbox"/>
Scan (25)		<input type="checkbox"/>
Search (25)		<input type="checkbox"/>
Track (05)		<input type="checkbox"/>

STEALTH

Stealth	Modifier	
Hide (10)		<input type="checkbox"/>
Move Quietly (10)		<input type="checkbox"/>

OTHER SKILLS

Other Skills	Modifier	
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>

ADDITIONAL MAGIC

NOTES

GEAR, TREASURE, & MAGIC ITEMS

	Max ENC	ENC
Wheels (W)	Lunars (L)	Clacks (C)
Bolgs (B)	Goods (L)	

MELEE WEAPONS

Melee Weapons	Modifier	
1H Axe (10)		<input type="checkbox"/>
2H Axe (05)		<input type="checkbox"/>
Broadsword (10)		<input type="checkbox"/>
Dagger (15)		<input type="checkbox"/>
Kopis (10)		<input type="checkbox"/>
1H Mace (15)		<input type="checkbox"/>
Pike (15)		<input type="checkbox"/>
Rapier (10)		<input type="checkbox"/>
Shortsword (10)		<input type="checkbox"/>
1H Spear (includes Lance) (05)		<input type="checkbox"/>
2H Spear (15)		<input type="checkbox"/>

MISSILE WEAPONS

Missile Weapons	Modifier	
Composite Bow (05)		<input type="checkbox"/>
Crossbow (25)		<input type="checkbox"/>
Javelin (10)		<input type="checkbox"/>
Pole Lasso (05)		<input type="checkbox"/>
Self Bow (05)		<input type="checkbox"/>
Sling (05)		<input type="checkbox"/>
Throwing Dagger (05)		<input type="checkbox"/>
Thrown Axe (10)		<input type="checkbox"/>

SHIELDS

Shields	Modifier	
Small Shield (15)		<input type="checkbox"/>
Medium Shield (15)		<input type="checkbox"/>
Large Shield (15)		<input type="checkbox"/>

NATURAL WEAPONS

Natural Weapons	Modifier	
Fist (25)		<input type="checkbox"/>
Grapple (25)		<input type="checkbox"/>
Kick (15)		<input type="checkbox"/>

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
