

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

SKILL _____
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"/>

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 _____

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"/>

RUNE MAGIC

SORCEROUS RUNES & TECHNIQUES

Free INT _____

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

AGILITY

Modifier _____

- Boat (05) ☐
- Climb (40) ☐
- Dodge (DEX x2) ☐
- Drive (05) ☐
- Jump (DEX x3) ☐
- Ride (_____) (05) ☐
- Swim (15) ☐

COMMUNICATION

Modifier _____

- Act (05) ☐
- Art (05) ☐
- Bargain (05) ☐
- Charm (15) ☐
- Dance (10) ☐
- Disguise (05) ☐
- Fast Talk (05) ☐
- Intimidate (15) ☐
- Intrigue (05) ☐
- Orate (10) ☐
- Sing (10) ☐
- Speak Other Language
(_____) (00) ☐
- (_____) (00) ☐
- Speak Own Language
(_____) (50) ☐

KNOWLEDGE

Modifier _____

- Alchemy (00) ☐
- Animal Lore (05) ☐
- Battle (10) ☐
- Bureaucracy (00) ☐
- Celestial Lore (05) ☐
- Cult Lore
(_____) (05) ☐
- Customs (local) (25) ☐
- Customs (_____) (00) ☐
- Elder Race Lore (05) ☐
- Evaluate (10) ☐
- Farm (10) ☐
- First Aid (10) ☐
- Game (15) ☐
- Herd (05) ☐
- Homeland Lore (own) (30) ☐
- Homeland Lore
(_____) (00) ☐
- Library Use (00) ☐
- Manage Household (0) ☐
- Mineral Lore (05) ☐
- Peaceful Cut (10) ☐
- Plant Lore (05) ☐
- Read/Write
(_____) (00) ☐
- Shiphandling (00) ☐
- Survival (15) ☐
- Treat Disease (05) ☐
- Treat Poison (05) ☐

MAGIC

Modifier _____

- Meditate (00) ☐
- Prepare Corpse (10) ☐
- Sense Assassin (00) ☐
- Sense Chaos (00) ☐
- Spirit Combat (20) ☐
- Spirit Dance (00) ☐
- Spirit Lore (00) ☐
- Spirit Travel (10) ☐
- Understand Herd Beast (00) ☐
- Worship
(_____) (05) ☐
- (_____) (05) ☐

MANIPULATION

Modifier _____

- Conceal (05) ☐
- Craft (_____) (10) ☐
- (_____) (10) ☐
- Devise (05) ☐
- Play Instrument (_____) (05) ☐
- Sleight (05) ☐

PERCEPTION

Modifier _____

- Insight (own species) (20) ☐
- Insight (_____) (00) ☐
- (_____) (00) ☐
- Listen (25) ☐
- Scan (25) ☐
- Search (25) ☐
- Track (05) ☐

STEALTH

Modifier _____

- Hide (10) ☐
- Move Quietly (10) ☐

OTHER SKILLS

Modifier _____

- _____☐
- _____☐
- _____☐

MELEE WEAPONS

Modifier _____

- 1H Axe (10) ☐
- 2H Axe (05) ☐
- Broadsword (10) ☐
- Dagger (15) ☐
- Kopis (10) ☐
- 1H Mace (15) ☐
- Pike (15) ☐
- Rapier (10) ☐
- Shortsword (10) ☐
- 1H Spear (includes Lance) (05) ☐
- 2H Spear (15) ☐

MISSILE WEAPONS

Modifier _____

- Composite Bow (05) ☐
- Crossbow (25) ☐
- Javelin (10) ☐
- Pole Lasso (05) ☐
- Self Bow (05) ☐
- Sling (05) ☐
- Throwing Dagger (05) ☐
- Thrown Axe (10) ☐

SHIELDS

Modifier _____

- Small Shield (15) ☐
- Medium Shield (15) ☐
- Large Shield (15) ☐

NATURAL WEAPONS

Modifier _____

- Fist (25) ☐
- Grapple (25) ☐
- Kick (15) ☐

ADDITIONAL MAGIC

NOTES

GEAR, TREASURE, & MAGIC ITEMS

Max ENC _____ ENC _____

Wheels (W) _____ Lunars (L) _____ Clacks (C) _____ Bolgs (B) _____ Goods (L) _____

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

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

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

CHILDREN

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

HOLDINGS

HARVEST

MODIFIER

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

ADVENTURER INCOME

Base Income _____ L Special Notes _____

HOUSEHOLD

Description _____
_____ Hides _____
Tenant(s) _____

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	/		
				10	11	12	13	14	15	16	17	18	19	20	21	/
NOTE		RANSOM	(L)													