

RuneQuest II

PLAYER -

ADVENTURER -

RACE :

AGE :

HOMELAND :

GENDER :

CULTURE :

PROFESSION :

FAMILY :

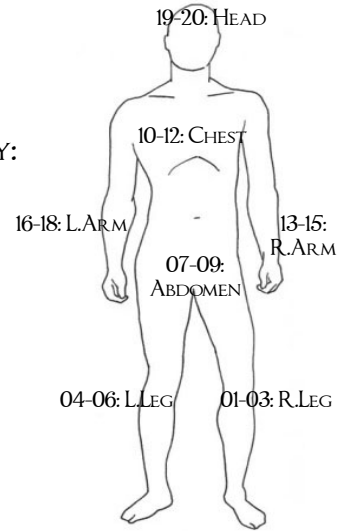
HERO POINTS

CHARACTERISTICS AND ATTRIBUTES

STR	COMBAT ACTIONS		
CON	DAMAGE MODIFIER		
SIZ	IMPROVEMENT MODIFIER		
INT	MOVEMENT		
POW	DEDICATED POW		
DEX	MAGIC POINTS		
CHA	STRIKE RANK		

ARMOUR TYPES :

ARMOUR PENALTY :



COMMON SKILLS

SKILL	BASIC %	%
Athletics	STR+DEX	
Brawn	STR+SIZ	
Culture (Own)	INT x2	
Dance	DEX+CHA	
Drive	DEX+POW	
Evade	DEX x2	
Evaluate	INT+CHA	
First Aid	INT+DEX	
Influence	CHA x2	
Insight	INT+POW	
Lore (Regional)	INT x2	
Perception	INT+POW	
Persistence	POW x2	
Resilience	CON x2	
Ride	DEX+POW	
Sing	CHA+POW	
Sleight	DEX+CHA	
Stealth	DEX+INT	
Swim	STR+CON	
Unarmed	STR+DEX	

ADVANCED AND MAGICAL SKILLS

ADVANCED SKILL	BASIC PERCENTAGE	%

COMBAT STYLES

BASIC PERCENTAGE	%

SPELLS/GRIMOIRES

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WEAPON	SIZE	REACH	DAMAGE	AP	HP	COMBAT MANOEUVRES	RANGE	LOAD	ENC

FATIGUE

LEVEL	SKILLS EFFECT	MOVEMENT	STRIKE RANK	CA
Fresh	-			
Winded	-10% to all skills			
Tired	-20% to all skills	-1m		
Weary	-30% to all skills	-1m	-2	
Exhausted	-40% to all skills	Halved	-4	-1
Debilitated	-50% to all skills	Halved	-6	-2

DISEASES, POISONS, HEALTH

EQUIPMENT

ENC

MONEY, WEALTH AND POSSESSION

CONTACTS, FRIENDS, ENEMIES AND RIVALS

NOTES

Cults

CULT NAME:

RANK:

DEDICATED POW:

PACT:

LORE:

CULT SKILLS -

SPECIFIC DUTIES -

GIFTS/COMPULSIONS -

DIVINE SPELLS -